# MYFAROG

## Mythic Fantasy Role-playing Game v. 2.6

VARG VIKERNES

# MYFAROG™

Mythic Fantasy Role-playing Game
by Varg Vikernes

## Acknowledgements


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**MYFAROG was originally made as an educational tool for home-schooling.**

**Go to www.myfarog.org to find a digital map of Thulê, errata, updates, tutorials, quick reference sheets and much more!**

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**Abbreviations**

| | |
|---|---|
| AV | Armour Value |
| CHA | The value of Charisma |
| Cha | The modification for Charisma |
| CON | The value of Constitution |
| Con | The modification for Constitution |
| CR | Character Role |
| CS | Combat Skill |
| DD | Degree of Difficulty |
| DEX | The value of Dexterity |
| Dex | The modification for Dexterity |
| DV | Defensive Value |
| FP | Favour Points |
| INT | The value of Intelligence |
| Int | The modification for Intelligence |
| Level | Experience level |
| MÊ | Mêlée |
| MI | Missile |
| Mod | Modification |
| MS | Movement Skill |
| NPC | Non-Player Character |
| OV | Offensive Value |
| PL | Power Level |
| SP | Stamina Points |
| SS | Special Skill |
| STR | The value of Strength |
| Str | The modification for Strength |
| T | Trained |
| WIL | The value of Willpower |
| Wil | The modification for Willpower |
| XP | Experience Point |

# Introduction to MYFAROG

MYFAROG is a game where a myth master leads one or more players through a story. Each player takes the role of a made up individual, a player character, and to a large extent decides how the story shall go. The game is similar to child's play, where you dream and pretend and play in an imaginary reality, but MYFAROG gives this play structure and frames, via the myth master and rules. Taking the role of the myth master is a bit more demanding than a player character. The myth master has much to keep track of; rules, tables, a whole imaginary world and all of the imaginary individuals in it.

The player characters can and will develop during the game and can to a large degree be shaped by the players' wishes, although within the limits set by MYFAROG. The myth master has no character of his own, but works as a referee for the players, and he explains to the players what happens when they do different things – in an imaginary world. He also takes the role of all the non-player characters (NPCs) the player characters meet in Thulê, the world of MYFAROG. The myth master also has to prepare adventures for the players. It is an advantage if the players know Thulê, but this knowledge can come from playing the game.

**Thulêan Pronunciations**

The -R ending in Old Thulêan is pronounced like a voiced -sh. A þ (capital Þ), *alias þurs*, is pronounced like "th" in English "thing". A ð (capital Ð), *alias ôðal*, is pronounced like "th" in English "that".

The purpose of this game is to have fun, but even though the game is made to entertain it also has a pedagogical effect. You learn to develop your mind; you use your language, by formulating thoughts and communicating with the other players and the myth master; you use basic maths and learn how to read tables; you learn to think about the consequences of your actions; and you learn to pretend. You don't play against other players, but with them. You learn to cooperate with others. You "win" by having fun and learning something – and you can play for as long as you wish. You don't "lose" either, but your player character can die – and if your player character dies all you have to do to keep playing is to make a new player character.

MYFAROG gives you the opportunity to live in Thulê, a dream world full of possibilities and dangers, without ever risking anything. Without exposing you to anything other than imaginary danger.

To play you need this rule book, an adventure (home-made or purchased), pencil and eraser, some sheets of paper and somewhere to play. You also need a set of polyhedral dice and at least three 6 sided dice. The 4 sided die is called a D4, the 6 sided die a D6, the 8 sided die a D8, the 10 sided die a D10, the 12 sided die a D12 and the 20 sided die a D20. A D3 is a D6 where the result is divided by two (rounded up). A D2 is a D6 where the result is divided by three (rounded up). A D5 is a D10 where the result is divided by two (rounded up). Finally you need a creative and inventive myth master and at least one player.

The rules are somewhat complex, so it may take some time before the myth master can help the players create their player characters. The myth master should also explain the basics of the rules to the players, to enable them to know what to do and when to do it, and to let them know their options.

**Levels**

Player characters, non-player characters, diseases, favours, poisons and spells are described in MYFAROG as having a "level" or a "power level". This is just a way for the myth master to know whether something in the game is experienced or inexperienced, smart or stupid, strong or weak, easy or difficult to use, wield or resist, *et cetera*.

## Game Mechanics & Rules

Playing MYFAROG is like being a part of a living story. The myth master describes what is happening, what the world looks like and how the individuals in it act. The players tell what their characters do in this world, based on the information they get from the myth master. How much information the players get depends on the attributes and skills of their characters and what the players pretend they do.

The player characters have different experience levels giving them a certain modification to a variety of skills, and the players (or the myth master) usually have to cast their dice every time the myth master is to decide whether the player characters succeed or not at what they are trying to do. In rule terms a player tests his character's skill proficiency against a degree of difficulty (DD). This is (unless otherwise stated) done by casting 3D6 and adding the result of the die roll to his character's skill proficiency. The sum of the die roll and the skill proficiency (and any other modifications) is called *the result* and is measured against the DD to find a *consequence*. The myth master will then explain the consequence to the players – and this influences the story.

The result of the dice alone (without any modifications) is called the natural result.

To keep track of everything, what is happening, when it is happening, if it is happening, in which order it is all happening, and so forth, the myth master has to keep track of imaginary time. A player character who for example tries to scale a wall will need some time to do so; perhaps ten seconds, or just five. In MYFAROG time is first and foremost measured in rounds. A round is made up of five seconds. When one player wants his character to do something that takes a lot of time he will have to wait whilst the other players let their characters do other less time consuming things.

When combat occurs rounds are always used and the players must declare what their characters are going to do. After that they check Initiative to determine in which order the actions are to be performed. See **Initiative (Combat Rules)**. Finally they cast their dice to determine the consequences of their actions. See **The Round (Combat Rules)** for more about this.

### Round

Declare actions[1]
Check Initiative
Perform actions[1]

[1]Mêlée attack, missile attack, movement, use of skills or spells *et cetera*.

Sometimes, there is no need to use rounds, or it is better to use rests – like when the player characters are out travelling and the myth master tells them how many rests they go. A rest is how long you can travel before you need a short rest (i. e. normally about two hours), but there are no wrist watches or cell phones in Thulê, so they use rests instead. See **The Land of Thulê** for more details on the different units of measurement in Thulê.

When player characters are communicating with other player characters or NPCs you rarely need to know exactly how much time they spend doing this, but the myth master can keep track of this if he thinks he needs to.

Only the myth master knows what is hiding up front or in the future, or behind the next door, and he shall not reveal this until the player characters arrive there. If they do.

All fractional numbers are rounded up or down normally (i. e. 0.4 and less is 0 and 0.5 to 1 is 1), unless otherwise stated.

The focus of the rules lies on playability rather than on overly detailed rules slowing down the game play.

### How to use the Rules

There are many ways to play this game and although the game is designed to be played as written, the rules can be seen mainly as suggestions on how to play the game. Before playing, the myth master and his players should decide which MYFAROG rules (and optional rules) to use and which not to use, and perhaps also when and how to use or not use them. The myth master should feel free to modify and change any rules as he sees fit.

For the novice myth master and players most of the rules, and probably all the optional rules, should in any case be left out until the myth master and his players are sufficiently familiar with the system for them to include these rules effortlessly – possibly one by one.

If the myth master is ever in doubt about how to do something he can simply make a quick judgement himself. It is generally speaking more important to make the game flow than it is to follow the rules as written.

Don't be disheartened if the game play is slow and difficult when you start playing. Things will run much smoother when the myth master and the players are all familiar with the MYFAROG system.

## Introduction to Thulê

Thulê is an archipelago located in the uttermost North, with a mostly temperate climate (because of the warm sea currents from the South and mountain ranges in the distant West forcing the wind further Southwards [warming up the air] before it reaches Thulê) and is made up of many realms with different towns and villages, but most of it is wilderness; bogs and forests, steep mountains, deep fjords and inlets, rivers, lakes and coves.

For a long time Thulê was a peaceful Elysium for the natives, during the Golden Age, but was eventually discovered by other human races and species and – far worse – by the ettins. The ettins have displaced much of what we might define as human almost everywhere beyond Thulê and has rendered large parts of the world close to uninhabitable for man. Many of those who flee the ettins arrive in Thulê, often as pirates and murderers – but to the despair of all men the power of the ettins grows in Thulê as well.

If we are to compare with realms in our own world, Thulê compares best to the civilized as well as the so-called barbarous realms of Europe from Classical Antiquity, but it is still very different from anything we have known in our world. Thulê is a realm where sorcery is a reality. Deities and spirits influence the lives of men and everything else too, and to a certain degree even govern everything. Humans are often mere pawns in a divine game, but because of sorcery and the sympathetic deities men in Thulê also have opportunities we can only dream of.

Because of sorcery and the sympathetic deities being a reality in Thulê, almost all scientific and technological development has been unnecessary, so even though this world is probably much older than our world it still exists in (what most of us would define as) a primitive Iron Age, some places still (unwillingly) struggling to leave the Bronze Age or even the Stone Age.

Be prepared to enter a world very different from our own.

### Sunshine Vitamins

Due to a lack of "sunshine vitamins" the dark-skinned and dark-haired Arbîs living for a long time in Thulê have poor disease and poison resistance. They are not well suited to survive in the Arctic zone where Thulê is located (and to a lesser degree the Khemetians suffer from this too).

### The Origin of Man

The ettins came to Earth from the stars, and some sages claim that actually all life-forms on Earth originated somewhere amongst the stars, far, far away. There is evidence, some claim, that the Fairlings are indeed fallen gods, who fell from the stars and landed on a barren Earth. If so, were they sent there because they made a mistake? Where they sent to learn something? To create life there? To build a colony? Nobody knows why. If it is at all true, of course...

**"Birds of a feather flock together."**

# Character Generation & Development

First of all the players need to create their characters; they must, whilst consulting the myth master, go through the following steps:

1. Racial Background
2. Gender
3. Attributes
4. Social Class
5. Birthplace & Life Stance
6. Cultural Background
7. Tribe Name
8. Age
9. Talents
10. Character Roles
11. Gear
12. Calculations & Name

## Racial Background

A character's species and race can either be determined randomly (use dice and check the result against the table) or if the player's last character (assuming he had one) lived and died honourably he can chose freely. The players are supposed to play characters of the Thulêan species, and character generation for the other species are included for the myth master to be able to create colourful NPCs. All races have their limitations and most have advantages.

| 3D6 | Species[1] (+ 3D6 for Race) | |
|---|---|---|
| n/a | Arbî | |
| n/a | | Darkling |
| n/a | | Weakling |
| n/a | **Khemetian** | |
| n/a | | Foreigner |
| 3-18 | **Thulêan** | |
| | 3 | Elf-born |
| | 4 | Wood Elf |
| | 5-16 | Native |
| | 17 | God-fathered/Goddess-born |
| | 18 | Fairling |

[1]These are also the names of their languages. Note that while the Thulêans only speak Thulêan, the Khemetians in Thulê also speak Thulêan, and Arbîs also speak Khemetian.

**Darklings** and **Weaklings** are the names of the only known races of the swarthy and cruel Arbî species. In Thulê, these semi-humans are all either savage pirates operating along the coast or vile bandits inland. Those of them who have not been killed or caught and enthralled are all seen as outlaws. They have and respect no real deities. They are filthy, vulgar, have fang-like teeth, and they eat and live very much just like (other?) predatory animals, and show no signs of wanting to change this. Darkling and Weakling characters in Thulê characters have -2 Poison and Disease Resistance (due to a lack of Sunshine vitamins), -1 Cold Toughness and +1 Heat Toughness.

**Foreigner** is the name of the only known race of the Khemetian species. The light- to olive-skinned and often curly-haired Foreigners in Thulê arrived as peaceful merchants, and operate as such many places in Thulê. At first they were not welcomed, but they have eventually become tolerated or even accepted by many natives. The Foreigners not living their lives as Free Men are either Outlaws or have been enthralled. They are not natives in Thulê, so they can not become Nobles. Foreigner characters in Thulê have -1 Poison and Disease Resistance (due to a lack of Sunshine vitamins)

**Native** is the name of the most common race of the fair Thulêan species. They are seen as the natives of Thulê, although they were really brought there by the deities in ancient times. The Natives live in both so-called primitive nomadic tribes and in civilized and cultivated agricultural societies. What they all have in common is their divine heritage and the opportunity to become divine in death – although not all Natives care about, acknowledge, or for that matter are even aware of this. Oblivion has taken many of them already.

The Natives are usually Nobles, but some have for different reasons become Thralls or Outlaws, or they have lost their Noble status and become Free Men.

**Elf-born** is the name of a rare race of the Thulêan species; those who have been born in AlbahaimaR ("elf world") by light elven mothers, and who were later brought to the human realm to live amongst men.

The Natives were taught by HaimadalþaR how to enter other worlds. When in AlbahaimaR some men fell in love with light elves. A few of these men experienced that shortly after they returned to their human world an infant was left at their doorstep, by his or her light elven mother.

The Elf-borns look like and are most often identified as (a bit short and beautiful, but slightly pale) Natives. Usually only they and/or their families know they are really Elf-borns. They are however often identified as Elf-borns (or mistakenly as Fairlings) by their behaviour in social contexts; they are hypersensitive to noise, light and touch and try to avoid social contact with men they don't know well or haven't become accustomed to.

The Elf-borns regard agriculture as human corruption.

**God-fathered/Goddess-born** is the name of those Thulêans who have a divine parent, either a divine father or a divine mother. Some were born in in Alinnôss ("from whence nourishment comes"), and were later brought to the human realm, and others were born in the human realm. God-fathered/Goddess-born characters have +1 Electricity Toughness.

Those of this race are also often called Heros (♂) or Heroine (♀), regardless of whether they have a divine father or mother.

To find out if the character is God-fathered or Goddess-born the player needs to find his favourite deity. The divine parent is always the same as the character's favourite deity.

These demi-deities do not need to wait for death to be evaluated by TîwaR. They are monitored by the deities at all times. All God-fathered or Goddess-born characters are born as Nobles, but if they for some reason become Outlaws, Free Men or Thralls they risk being killed by TîwaR's lightning on the spot (if they cast 1-2 on a D6) or they just lose their special abilities in relation to their favourite deity. They regain these abilities if they become Nobles again.

**Fairling** is a most mysterious race of the Thulêan species, older than man's memory. Some think they are all deities, walking on Earth, but no one really knows from whence they come. The only thing certain is that they are native to Thulê and lived there long before other men ever sat foot on the continent.

The Fairlings look like and are (until they introduce themselves) often mistaken for Natives, but they are generally speaking more beautiful, and usually also somewhat taller and stockier, and they often have slightly bigger heads and wider hips (but they are no less symmetrical because of that). They are however often identified as Fairlings or (actually more commonly and mistakenly as) Elf-borns by their behaviour in social contexts; they are hypersensitive to noise, light and touch and try to avoid social contact with men they don't know well or haven't become accustomed to.

The Fairlings are highly intelligent, but regard all forms of civilization (including agriculture) as being destructive and a result of racial degeneration. The Fairlings are very good-natured, kind and trusting, but they are also (because of this) very naïve and thus easy to manipulate, and often suffer greatly because of this when amongst other men. They are skilled craftsmen, but tend to only manufacture what they need for hunting and fishing in the wild. They are usually most at home when left alone in the wilderness, where most of them live nomadic lives in harmony with nature, but a few Fairlings still live amongst other men, where they do their best to blend in and pass for ordinary Thulêans (i. e. Natives), and usually because they seek a mate and can not find others of their kind. The Fairlings are almost extinct in Thulê, and are rarely encountered by others. Fairling characters have +1 Disease Resistance and +1 Cold Toughness.

**Wood Elf** is the name of a rare race of the Thulêan species, born by Elf-borns in the mythic land of *Haflôn* across the Western sea. **NB!** For game purposes, Wood Elves are defined as 'humans' (Thulêans).

The Wood Elves look like short, slender and beautiful Thulêans with slightly pointy ears, as normally found on many animals, and almond shaped blue, sharp green or gray eyes. Their straight hair comes in all shades of blonde.

Unlike their Elf-born ancestors, they love social life and talking to men they think they can learn something from – perhaps a new song or an interesting story?

Wood Elves are all nomadic hunter-gatherers and regard all forms of agriculture and civilization as human corruption. They have no tribal seat.

Wood Elves are *immune* to diseases and have +6 Poison Resistance and +2 Heat Toughness.

Wood Elves live beyond the social class system of Thulê, but are by the Thulêans defined as Free Men.

### Special Abilities/Restrictions (Race/*Species)

***Arbî** : *Unfavoured* (gains no favour with or divine aid from the deities).

***Khemetian**: *Less Favoured* (needs to spend twice the normal amount of Favour Points [FP] needed to gain favours/ask for divine aid from the deities).

**Native**: *Spell-Proficient* (can gain the Sorcerer character role).

**Elf-born**: *Spell-Proficient* (can gain the Sorcerer character role). *Fairy-Friend* (spends Stamina Points [SP] equal to ½ of the spell's Power Level [PL], rounded up, when casting a spell). Has *Night Vision* (can see in the night as if it was day, but only under a starlit sky or in Moonlight) and *Eagle's Gaze* (enables the character to focus his gaze and see as if he was using binoculars, giving him +2 modification to Perception in relation to vision tests).

**God-fathered/Goddess-born**: *Blessed* (only needs to spend ½ [rounded up] of the normal amount of Favour Points [FP] needed to gain favours/ask for divine aid from their favourite deity. Gains +1 on maximum PL on favours from favourite deity).

**Fairling**: *Spell-Proficient* (can gain the Sorcerer character role). *Night Vision* (can see in the night as if it was day, but only under a starlit sky or in Moonlight).

**Wood Elf**: *Spell-Proficient* (can learn and cast some spells). *Fairy* (spends Stamina Points equal to ¼ spell's Power Level, rounded up, when casting a spell. Only need to eat/drink ¼ of what is normal. Must sleep under the sky in order to rest. Can not die from old age. Can see incorporeal trolls and spirits, even when not wearing a mask. Can cast *Elven Spells* 3 + Wil times a day. See below). *Night Vision* (can see in the night as if it was day, but only under a starlit sky or in Moonlight). *Eagle's Gaze* (enables the character to focus his gaze and see as if he was using binoculars, giving him +2 modification to Perception in relation to vision tests). *Slow learner* (their elven nature gives them some qualities, but it also makes them rather absent-minded at times, and rather than contemplate on what they see or do and experience in life, they tend to let their thoughts wander off to ancient songs, beautiful meadows they once danced in, long gone friends and other memories. Due to this and their immortality, Wood Elves are left with the feeling that learning anything is not urgent. They are slow learners and because of this, they get only 50% of the XP a character would normally get).

### Elven Spells

When cast, the character gains a +2 mod to either Dancing, Flute Playing, Lyre Playing, Rune Lore, Singing or World Lore. The spells are cast as the character tries to perform the task, and the +2 mod only applies to one single skill test. The spells can only be cast during the day or under a starlit sky.

**"Similar children play best together."**

## Wood Elves & Language

The Wood Elves originally spoke proto-Thulêan, like the Fairlings did before the last Ice Age. Because of their conservative nature and the many songs and verses they knew and memorised, their language has changed very little over the years, and is still intelligible for other Thulêans. After they returned to Thulê, they quickly adapted their language, and now speak normal Thulêan, but with a strong 'Wood Elf accent'.

**"Good health is above wealth."**

## Procreation

If it so happens that a character for some reason becomes a parent, the myth master could generate the child as a future potential player character, and also make this the only way for a player to be able to play a character of a Thulêan race other than the Native race when his current character dies or retires. Each character attribute of the child can be found using this formula: (the character attribute of the parent player character + 3D6 / 2) + racial modifications.

Should a Wood Elf and another Thulêan other than an Elf-born procreate, their offspring will be Elf-born. If the other Thulêan is an Elf-born, the offspring will instead be a Wood Elf (1-5 on a D6) or an Elf-born (6). If two Elf-borns procreate, the offspring will be a Wood Elf (1 in a D6) or an Elf-born (2-6).

## The Origin of Man

The Arbî species was created when the deity HaimadalþaR walked on Earth, very far south of Thulê, and he was deceived and seduced by a Libuêan serpent goddess known as Wurþi ("destiny", "death"), *alias* Vörða ("guardian", "protectress") or Genþablarda ("false deceiver"). She was terribly ugly and brown like a snake, she had snake-like hair on her head and every man who looked upon her turned to stone. She gave birth to a cruel, simple-minded, ugly, wrinkled-skinned and cowardly mannish creature with fang-like teeth, who became the progenitor of the Arbîs, also known as the Children of the Copper Age. His children were strong and skilled with weapons, but cold-hearted and self-destructive. Like the ettins they hunted all living creatures, including their own kind, to consume them.

Many believed the Arbîs exterminated themselves, amongst other things through cannibalism, but they have started to appear along the coast of Thulê, where they operate as marauders – on sea and land.

The Khemetian species was created when HaimadalþaR walked on Earth, far south of Thulê, and met an Arbî maiden known as Stainna ("stone") and Wirþandi ("the coming") on a white beach. HaimadalþaR was seduced and they had a son; he was tall and strong, had light eyes and red-brown hair, and he became the progenitor of the Khemetians, also known as the Children of the Bronze Age. His children were braver than the Arbîs and skilled with weapons, but still not very bright.

Unlike the Arbîs, the Khemetians have the will and opportunity to become better, through rebirth as Thulêans, but only the most pure and heroic of them are ever given this opportunity – and they must be chosen by certain Thulêan children to be reborn if they are to gain this honour.

The Thulêan species was created when HaimadalþaR walked on Earth, south of Thulê, and met a beautiful, wise and strong Khemetian maiden on a white beach. They had a son; he was noble and honest, brave and kind, intelligent and strong, fair-skinned, had blue eyes and blond hair, and he became the progenitor of the Thulêans, also known as the Children of the Iron Age. His children had most of the qualities of the deities and they were taken to Thulê, (at that time) a secret continent in the extreme north, far away from the other races of men. In secret HaimadalþaR taught them everything they needed to learn in order to assist the diminishing deities in making the world more harmonious – as it had been in the Golden Age.

The Thulêans were exposed to all kinds of torments, trials and tests, by the deities, night and day; to enable the kin to improve and thus be able to assist the deities in creating a new Golden Age. The chaos of the Iron Age (in which the player characters live) is regarded by the deities as the travail of the new era.

## The Fairling Myth

The Fairlings claim that the myth about the origin of man is correct, save but in one detail: it was not HaimadalþaR, but the Fairlings, who fathered the other races, and they did because they were driven south by the glaciers, which in distant times covered most of Thulê. There they met other species, and mixed with them – mainly because they had so few women of their own to mate with. Then they returned to Thulê, when the glaciers melted, and brought with them their other Thulêan kinsmen.

There are no gods, they claim, only spirits of nature and powerful sorcerers – of Fairling origin.

**"There is no death for the honourable, only a change of bodies."**

## Gender

The player character's gender can be determined either by casting dice or by player's choice. The gender actually matters a lot in MYFAROG, both for attributes and character role options. In MYFAROG, just like in real life, women (♀) and men (♂) are different from each other in many ways, also regarding their opportunities in life.

The Arbîs are foreigners in Thulê, all of them being pirates and bandits, or thralls. The Khemetians too are foreigners in Thulê, most of them being merchants, so there are fewer females of these kins in Thulê than there are males. Fairlings traditionally make little or even no difference between women and men, so the women go to war alongside the men. Unfortunately, this means that the women die sooner than the men, because they are physically weaker than the men. Consequently there are fewer women than men amongst them.

| Race/*Species | D6 | |
|---|---|---|
| *Arbî | 1-5 ♂ | 6 ♀ |
| *Khemetian | 1-4 ♂ | 5-6 ♀ |
| *Thulêan | 1-3 ♂ | 4-6 ♀ |
| Fairling | 1-5 ♂ | 6 ♀ |
| Wood Elf | 1-2 ♂ | 3-6 ♀ |

### Motivations for Adventure

The players play the game because they want or perhaps even need entertainment, but what motivations can the player characters possibly have for risking their lives in hazardous adventures and daredevil quests in an already highly perilous world? Here are a few suggestions:

-A Noble man in a society with a Seiðr life stance inherits nothing; no land, no title and certainly no crown, so he needs to seek fame and fortune on his own – like the protagonists of our fairy tales – to ever stand any chance of becoming a King himself.

-A man in love with a woman or goddess who does not return the attraction, may want to seek glory and glamour to prove himself worthy – and hope this will change her heart in his favour.

-Religious or ideological zeal and a wish to influence the course of the world, believing there is some absolute truth in the world that he knows and represents – and needs to spread.

-A metaphysical vertigo causes him to see no meaning in anything at all, and he tries to fill this vacuum by seeking the unknown, fighting his worst fears, tempting death or perhaps by courting the spirits or deities.

-Thulê is being invaded by alien ettin horrors, savage and subhuman Arbîs and untrustworthy Khemetians, ruining the lifestyle and culture of Thulê, and even the Thulêans themselves, and his feeling of duty and honour makes him want to do something about this.

## Attributes

There are six attributes for characters in MYFAROG: Charisma (CHA), Constitution (CON), Dexterity (DEX), Intelligence (INT), Strength (STR) and Willpower (WIL).

CHA determines the character's relationship to the spirits and the divine and is the sum of inner and outer beauty. CON determines the general physical fitness and the quality of the immune system of the character. DEX determines the balance, body control, dexterity, agility and responsiveness ('body-mind communication') of the character. INT determines how easily the character can learn new things and how well he understands the world around him and the processes taking place in it. STR determines the physical strength and 'explosiveness' (≈speed) of the character. WIL determines the character's ability to resist temptations, his spiritual persistence, self-discipline and courage.

The player finds his character's starting attributes by casting dice. He casts 3D6 twice for each attribute, and picks the best result for each, as we can imagine nature picking the best genes from the two parents. He then adds the racial modification to the result, and writes it down as attribute value on the character sheet. If an attribute value is < 3 the player casts again for that attribute until he gets an attribute value that is ≥ 3.

| | | Racial Modification | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Race | Gender | CHA | CON | DEX | INT | STR | WIL | Height[1] |
| Darkling | ♂ | -2 | +0 | +0 | -2 | +0 | -2 | 57 + 4D6" |
| | ♀ | -1 | +0 | +0 | -2 | -1 | -2 | 52 + 4D6" |
| Weakling | ♂ | -1 | -1 | +1 | -1 | -2 | -2 | 55 + 4D6" |
| | ♀ | +0 | -1 | +1 | -1 | -3 | -2 | 50 + 4D6" |
| Foreigner | ♂ | -1 | +0 | +0 | -1 | -1 | -1 | 57 + 4D6" |
| | ♀ | +0 | +0 | +0 | -1 | -2 | -1 | 52 + 4D6" |
| Native | ♂ | +0 | +0 | +0 | +0 | +0 | +0 | 58 + 4D6" |
| | ♀ | +2 | +0 | +0 | +0 | -2 | +0 | 53 + 4D6" |
| Elf-born | ♂ | +2 | -1 | +1 | +1 | -1 | +1 | 56 + 4D6" |
| | ♀ | +4 | -1 | +1 | +1 | -3 | +1 | 51 + 4D6" |
| God-fathered/ | ♂ | +1 | +1 | +0 | +1 | +1 | +1 | 59 + 4D6" |
| Goddess-born | ♀ | +3 | +1 | +0 | +1 | -1 | +1 | 54 + 4D6" |
| Fairling | ♂ | +1 | +1 | +0 | +2 | +2 | +1 | 59 + 4D6" |
| | ♀ | +3 | +1 | +0 | +2 | +0 | +1 | 56 + 4D6" |
| Wood Elf | ♂ | +3 | -1 | +2 | +1 | -3 | +1 | 49 + 4D6" |
| | ♀ | +5 | -1 | +2 | +1 | -5 | +1 | 48 + 4D6" |

[1]The height is added to 4D6 * 3 + (Str * 10) + 40 (+30 instead for Wood Elf males and for Arbî and Khemetian females, +20 instead for Thulêan females) to find the weight of the character. Note that Str is the modification for Strength, and not the value of Strength (STR).

If the player's last character (assuming he had one) lived and died honourably he can add 1 to the value of an attribute of his choice.

Characters can improve their attributes by gaining experience. See **Experience Points**. The *maximum* attribute value a character can ever have for an attribute is 20 + racial modification. E. g. the maximum STR a male Wood Elf can have is (20 – 3) = 17. The maximum WIL a Fairling can have is (20 + 1) = 21.

To determine the attributes' influence on skills and other factors in the game it is necessary to find the attribute modifications.

| Value | Modification |
|---|---|
| ≤ 1 | -5 |
| 2 | -4 |
| 3 | -3 |
| 4-5 | -2 |
| 6-8 | -1 |
| 9-12 | +0 |
| 13-15 | +1 |
| 16-17 | +2 |
| 18-19 | +3 |
| 20 | +4 |
| ≥ 21 | +5 |

Some modifications only influence the attributes temporarily, like those from spells, potions, poison and diseases.

When the rules of MYFAROG refer to the attributes abbreviated with capital letters (e. g. INT) they refer to the value. When the attributes instead are abbreviated with one capital and two lower-case letters (e. g. Int) the rules refer to the modification.

The size if the character is based on his weight:

| Description | Weight (lbs) | Size |
|---|---|---|
| Tiny | 46-60 | -5 |
| Very Small | 61-75 | -4 |
| | 76-95 | -3 |
| Small | 96-115 | -2 |
| Below Average | 116-135 | -1 |
| Medium | 136-165 | +0 |
| Above Average | 166-205 | +1 |
| Large | 206-255 | +2 |

## Wood Elves

Elf-born are naturally shy and seek refuge from civilization, being more comfortable in the wild. Even before the Fairlings fell into decay and the Ice Age covered the land of Thulê under miles of ice, a large group of Elf-borns (fathered by Fairling men and born by Light Elves) left their tribes to seek *Haflôn* ("sea land") (pronounced '*Avalon*'), a vast mythic island in the West, beyond the sea – where no man had ever walked before. They left, and were not heard from again.

The Elf-borns found their new Elysium, and lived happily for a long time, however, they discovered that when two Elf-borns married and had children, 1 in 6 of their children inherited *only* the elven nature of their parents. They became pure blooded elves, male or female. When two pure blooded elves married and had children, all their children became just like their parents – although they often had only one child every hundred years. When a pure blooded elf married an Elf-born, 5 out of 6 children became pure blooded elves. A new race had been created: Wood Elves, and soon there were no more Elf-borns in *Haflôn*.

The Wood Elves were much like their Light Elf ancestors, and never faded with age. They were naturally drawn to the woods, to the wonderful trees, and loved the arts, song and dance, more than anything else. Entire centuries passed them by, without them noticing, and they wanted less and less to do with the rest of the world.

When the same Ice Age arrived that drove the Fairlings away from Thulê, the Wood Elves were forced to move to the Southern part of *Haflôn*. When the Ice Age ended, and they moved Northward again, they met large groups of Khemetians and Arbîs, coming from across the sea to the West of *Haflôn* – walking across an ice-clad sea, from the other side of the world.

War immediately broke out at first contact, as the Arbîs raped the first female Wood Elves they came into contact with and killed many male Wood Elves who tried to defend them. The vastly outnumbered surviving Wood Elves fled to the returning woods.

From the safety of the woods, they resisted the Arbî and Khemetian for thousands of years, because the Arbî and Khemetian feared the forest after spending so many years dwelling in deserts. They became a stealthy and careful race, but still many died violently over the years, killed by Arbî or Khemetian arrows, javelins or spears. More Arbîs and Khemetians were killed by Wood Elf arrows, but it was not enough. Alas! They lost more and more ground to the tree-cutting and forest-burning savages of the desert. They would soon be overrun.

The Wood Elves had never forgotten about Thulê – their fatherland, their motherland – because of their many songs. They began to construct a fleet of ships, to bring them all safely back to Thule, but it was too late. The desert horde overran them and the Wood Elves were forced to retreat back to mast-less, half finished ships that they could barely manoeuvre along the coast.

Rather than head for Thulê, they went Southward again, to where they had sought refuge during the Ice Age. Many small and forested islands gave them the safety and wood they needed to finish their fleet and finally return to Thulê.

## The Return

How was the return of the Wood Elves to Thulê? Were they welcomed? Were they recognized as the descendants of the Elf-borns who left ages ago? Did anybody even know that some Elf-borns left ages ago? And how did the Wood Elves react when they saw Khemetians in Thulê? You, the myth master, decide.

**"A good leader makes a good follower."**

## Social Class

The social class of a character is the same no matter which realm in Thulê he visits or comes from, but Nobles only have the right to vote in their native realms.

MYFAROG is made primarily for players to play Nobles (or Free Men, for Wood Elves) – but the option is given for players to play it differently, and character generation for Free Men, Thralls and Outlaws is included for the myth master to be able to create colourful NPCs.

A Noble has the right to vote at the Thing ("parliament"), is always a native in the realm where he received his Noble status, and (if Religious [see **Birthplace & Life Stance**]) has an Ôðal-property in the family (i. e. a piece of land belonging to the same family for many generations). A Thulêan Free Man who became a Noble because he married a noblewoman in a society with a predominantly Seiðr life stance did not need to be a native in that society in order to become a Noble. No foreigners are allowed to vote or take over an Ôðal-property in any realm in Thulê.

### Ôþala

The nobles of Thulê are true nobles, they are almost always honourable men and women, good, just and hard-working, seeing it as their duty to do what is best for the kin, tribe and realm (in that order).

A Free Man is free and owns himself, but unlike a Noble he has no right to vote at the Thing ("parliament") or the right to carry all types of arms and armour (see **Combat Rules**), and can only own a land property in Thulê if he is a Thulêan.

Thralls in Thulê live like tenant serfs, but are free to marry. No one can legally kill or sell a Thrall who is only sentenced to enthralment for a certain period of time, and such Thralls have in this context the legal rights of their "true" social classes. A Thrall can be sold and purchased like cattle. An owner of a Thrall can kill his Thrall if he wants to, without any legal consequence. If you kill another person's Thrall you must pay compensation.

### Fèhu

Yes, the thralls of Thulê can be (sold and) killed by their owners at will, but this does not mean that their owners have a habit of killing them any more than peasants kill their own cattle for no good reason, and if they do, or in other ways mistreat them, it is of course not seen as honourable – and honour is all that matters to the (vast majority of) Thulêans.

### Votes for the Security of the Tribe

So you are a Noble and you can vote, but why would you want to vote? And for what? Voting is as much a burden as it is a blessing, and it is as much a duty as it is a right. In Thulê the Nobles vote in relation to legal issues, disputes, communal decisions, *et cetera*. The vote for or against war is perhaps most important and demanding of all votes. How they vote? They slam their spears or swords or axes or other weapons against their shields, to make as much noise as possible, and the part making the most noise is the winner – declared impartially by (in Religious communities) (a Bard impersonating) HaimadalþaR or (in Traditional communities) by the lovely May Queen herself.

An Outlaw is a criminal without any rights; a man beyond the protection of the law. Anyone who wants to can kill an Outlaw without any legal consequences, and Outlaws are under no circumstances allowed to enter a temple. The Outlaws live away from the others, in deep forests, abandoned ruins or other places far away from civilization. Some are outlawed for a certain period of time only, usually for a year and one day, and when this time expires they return to their old social class.

### The Noble Family

The nobleman has the same duties and rights as all other members of his family even if he is born outside of marriage.

### Vargr î vêum

Thulêan outlaws were most often honourable men once, who made one or more grave mistakes in life. Even though they are outlaws they probably still have a sense of honour and still want to do what is right, so most of them don't live like bandits, but simply stay away from civilization – to contemplate what they have done wrong, and perhaps they are going to do things differently when they return to their communities. This is the purpose of the outlawing of criminals: to protect the community from their ill deeds and bad influence, make the criminals think over what they have done and force them to see what they are missing in life when they don't behave honourably.

Permanent outlaws, i. e. those who never had or are never to return to the protection of the law, are more likely to pose a real danger to those who encounter them, and in particular the Arbîs (who are all permanent outlaws) are malicious and dangerous.

### Spears & Horses

When it is hard to know whether or not the tribe should go to war, and the voting system provides no clear solution, it is common in Religious communities to place a pile of spears on the ground and then let a warrior ride a horse over it. If the horse steps on a spear it means war (decided by the gods themselves), if not it means peace. The same can be done to solve other unclear issues. Guilty or not guilty? Let him ride a horse over a pile of spears and we will see...

## Social Class Movement

A player character starting out as an Outlaw will most likely be an Outlaw for life. He might be able to change social class later on, but not without difficulties. He can in theory become a Thrall and then a Free Man and finally perhaps even a Noble.

Anyone who is caught committing a crime can become an Outlaw, often for a certain time only, regardless of which social class he belonged to before committing the crime. See **Justice (The land of Thulê)**.

A Thrall can become a Free Man if he or someone else pays his owner enough to be set free. A Thrall can become an Outlaw if he flees from his owner or fails to do what his owner tells him to. A Noble or a Free Man who has become a Thrall temporarily regains his former social class when his period of enthralment ends. A male Noble in a society with a predominantly Seiðr life stance (see **Birthplace & Life Stance**) will become a Free Man if he marries a woman who is a Free Man. A female Noble in a society with a predominantly Âsatrû life stance will become a Free Man if she marries a man who is a Free Man.

A Noble, a Free Man or an Outlaw can become a Thrall if he is taken prisoner or if he offers himself as a Thrall to someone as part of an agreement. He can also be sentenced to enthralment by a court of law as a reaction to a crime, but will then usually be a Thrall for a certain period of time only.
In order to become a Noble a Thulêan Thrall must first become a Free Man.

A Free Man who wishes to become a Noble in a certain realm must be native to that realm. He can (if from a Religious society) get to own an Ôðal-property or come from a family in possession of such a property. An Ôðal-property is a property which has been in the family for at least five generations. Any native Free Man who owns such a property automatically becomes a Noble.

A native Free Man can also become a Noble through marriage (the only way in Traditional societies). In a society with a predominantly Seiðr (Traditional) life stance only a male Free Man who marries a Noble woman becomes a Noble himself. In a society with a predominantly Âsatrû (Religious) life stance only a female Free Man who marries a Noble man becomes a Noble herself. Marriages between Thralls and Nobles "don't count", and Thralls in such marriages remain Thralls without any rights, and are still just seen as household property. The children of such Thralls are on the other hand seen as Nobles, but only if the Thrall was Thulêan and only if the Noble parent is a woman in a society with a predominantly Seiðr life stance or if the Noble parent is a man in a society with a predominantly Âsatrû life stance.

Any player character who for some reason changes his social class risks losing his character role if a certain social class (i. e. Noble) is a prerequisite for his character role. See **Losing your Character Role.**

### Social Class Colours

There are very strict rules in Thulê as to which colours the different social classes are allowed to wear. It is strictly forbidden for a native (i. e. a Thulêan) to use clothes in a colour connected to a higher social class than the one he belongs to. Due to their sense of honour and the risk of facing negative reactions, the natives in Thulê follow these rules.

| Social Class | Colours |
|---|---|
| Noble | Blue, white, purple |
| Free Man | Red, green |
| Thrall | Black, brown |
| Outlaw | Grey |

A native who breaks the colour rules will have his clothes confiscated by the local authorities and will have to pay a fine of 5 silver nuggets. If he can not pay the fine he must serve the local lord/lady as his/her Thrall for a full month and a day. See **Justice (The Land of Thulê).**

**Elf-born**

The mothers of all the Elf-borns are light elves, in other words spirits of the noble dead, meaning the Elf-borns are actually born by spirits in a spirit realm. They therefore have a closeness to the spirit world that no other living creatures have, but this comes at the expense of closeness to the physical world. Because of this they are prone to depressions, pessimism and gloomy world views, and have a poorer constitution than other humans.

**Savages?**

Some might argue that going into battle naked, like some old-fashioned Thulêan warriors prefer to do, sounds rather savage, but the fact is that they do this not because they have no or can not make proper armour, but because they wish to express their contempt for death, their courage and their self-sacrificial will. There is no greater honour for men than death on the battlefield, so why fear it?

**The Stamina of the Ancient Man**

Ancient man was in a much better physical condition than modern man is. He was stronger and healthier, because he had a better and more varied diet and also generally speaking had a much healthier lifestyle, using his body as nature intended. E. g. jogging for a full hour without growing tired would be no problem whatsoever to an average Stone- or Bronze- or even Iron Age man.

### Birthplace & Life Stance

Based on the character's birthplace the player can find his character's life stance by casting a D6 (see next page). If the myth master chooses to he can let the player freely pick his character's birthplace and life stance.

See **The Land of Thulê** for more about each region.

Regardless of where they grew up God-fathered/Goddess-born characters *always* have the Âsatrû life stance, and Fairling and Wood Elf characters *always* have the Seiðr life stance.

A character can change his life stance from Seiðr to Âsatrû, but never the other way around and only at important moments in his life. In MYFAROG this means he can only change life stance when he gains a new level. A Traditional man becoming a Religious man will lose his modifications to Fortitude and Rune Lore. If he has the Sorcerer character role he will also become a (same experience level) Civilian instead. All spells learned will be lost, as will the ability to cast spells. See **Losing your Character Role.**

**"Either conform to the customs or flee the realm."**

| Race/*Species | D20 | Birthplace | D6 | Life Stance | | |
|---|---|---|---|---|---|---|
| Weakling | 1-20 | Asu ("East") | 1-6 | Seiðr | | |
| Darkling | 1-20 | Libuê ("Afflicted") | 1-6 | Seiðr | | |
| *Khemetian | 1-15 | Khem ("Black") | 1-6 | Âsatrû | | |
| | 16-20 | Akadê ("Land of Aka [i. e. AgijaR]") | 1-6 | Âsatrû | | |
| *Thulêan | 1-2 | Agadîr ("Frightening") | 1-5 | Âsatrû | 6 | Seiðr |
| | 3 | Andâlanga ("Thorough Spirit") | 1-5 | Âsatrû | 6 | Seiðr |
| | 4-6 | Ellinea ("Ancient") | 1-5 | Âsatrû | 6 | Seiðr |
| | 7-9 | Erulia ("Thinking") | 1-3 | Âsatrû | 4-6 | Seiðr |
| | 10-12 | Priþeniô ("Painted") | 1-2 | Âsatrû | 3-6 | Seiðr |
| | 13 | Skanþinawiô ("Skanþan's Islands") | 1 | Âsatrû | 2-6 | Seiðr |
| | 14-15 | Skudia ("Archers") | 1-4 | Âsatrû | 5-6 | Seiðr |
| | 16-17 | Tawia ("Two Lands [by the sea]") | 1-5 | Âsatrû | 6 | Seiðr |
| | 18-20 | Trôskenia ("Tower Gate") | 1-5 | Âsatrû | 6 | Seiðr |
| Wood Elf | 1-8 | Haflón | 1-6 | Seiðr | | |
| | 9-20 | (Cast a D20 normally as if a *Thulean) | 1-6 | Seiðr | | |

The Religious man works to create order in the chaos, like a gardener working in the garden or like a farmer cultivating the land. The Traditional man on the other hand regards the harmony ("chaos") as natural and wishes to let nature do what it wills. He prefers to harvest what nature has to offer on its own, without being touched by human hands. These opposing life stances have been a source of conflict since the creation of religion and agriculture; between Bards and Sorcerers, religion and tradition, the farmer and nature seeking to take back what has been cultivated by him.

### Âsatrû

Âsatrû ("the belief in deities") is also referred to as the Religious life stance and men with this life stance are Religious.

The Religious man believes in deities that control all the forces in the world, and that you can influence these forces through prayer, sacrifice and by serving the sympathetic deities (i. e. those who listen to the prayers of man). The main idea behind the religious practice in Thulê is *Do ut des* (Latin for "I give, so that you may give").

There is no monotheism in Thulê, but all characters with a religious life stance must pick a *favourite* deity. See **Mythical Deities**. See **Casting Spells & asking for Favours (Sorcery)**.

The Religious man has (if his race allows it) the opportunity to become a Bard, Bacchante/Maenad, Ranger, or Berserk/Valkyrie, but he can not become a Sorcerer. He can also in theory ask for a *Favour* (see **Sorcery**) from any deity, and *Divine Aid* (only) from his favourite deity. He does so by spending *Favour Points* (FP).

Religious characters get a number of FP to spend each day based on their Religious Tradition skill and their Character Role. Characters gain FP in relation to the deities in general.

Religious characters are assumed to perform the tasks they are expected to, in order to gain favour with the deities, such as pray to them, make small sacrifices to them, sing or play music in their honour, and so forth. The sum of what they do each day is rewarded on the sunrise the next day, when their Favour Points will return to max. They can spend their FP as they wish, on favours or divine aid. See Character Roles. See **Sorcery**.

A Religious character can ask for aid from his favourite deity to successfully perform certain tasks (connected to a skill). This is called *Divine Aid*. Each deity can only aid characters in context with the use of one or a few different skills. See **Mythical Deities**. If a character asks for Divine Aid the player can add +1 (if he spends 3 FP), +2 (if he spends 6 FP) or +3 (if he spends 12 FP) to the result when testing the skill in question. See **Skills**. It is not necessary to spend any extra time asking for divine aid; it is done – through prayer – whilst performing the task, before the player casts the dice to test the skill. Divine Aid can be asked for anywhere.

Characters do not receive XP from actions they succeed with after having asked for Divine Aid, and characters asking for Divine Aid can never claim a natural 17 or 18 either. See **Skills**.

**Divine Aid *versus* Favours**

The difference between divine aid and favours is that the former is asking a deity to help you perform your best, whilst the latter is asking the deity to perform for you.

### Seiðr

Seiðr ("tradition") is also referred to as the Traditional life stance and men with this life stance are Traditional.

The Traditional man believes that man and other creatures can influence the forces of nature directly by the use of sorcery and that there are no deities, only impersonal and androgynous spirits.

The Traditional man has (if his race allows it) the opportunity to become a Sorcerer, but he can not become a Bard, Bacchante/Maenad, Ranger, or Berserk/Valkyrie. Because of his Traditional life stance and respect for the spirits of nature he knows more about sorcery and routinely takes measures to protect himself from unsympathetic sorcery, and because of this gets a +1 mod to the skill Fortitude. He also understands the nature of sorcery better than the Religious man does, and

as a result gets a +1 mod to the skill Rune Lore. Those with a Seiðr life stance can never gain any favour with the deities nor ask for aid or favours from them.

**Disagreements**

As the Religious men see it the Traditional men are backward, ignorant and delusional in their trust in man's ability to cast spells powerful enough to ensure the safety and well-being of the community. On the other hand, as the Traditional men see it, the Religious men have no faith in themselves or the age-old traditions and are mere slaves to the will of the sometimes malevolent or at least unpredictable spirits of nature; kneeling, bowing and begging for help from the spirits ("deities") they could have controlled themselves in the first place, had they only really tried to.

## Cultural Background

Based on the cultural background of the character, when he is created the player can choose *two* (for male characters) or *three* (for female characters) skills as Trained skills for him. A character who gets one or more of the skills chosen as cultural background skills as Character Role skills, will *instead* get them as Character Role skills. E. g. a male character from Skanþinawiô who picks Foraging and Seamanship as Trained skills, and who then picks the character role Warrior, will keep Foraging as a Trained skill and will get Seamanship (and Mêlée) as a Character Role skill instead.

| Birthplace (♂) | Trained in *two* the following skills: |
|---|---|
| Asu | Foraging, Tracking, Trickery |
| Libuê | Acting, Climbing, Stamina |
| Khem | Alchemy, Healing, Religious Tradition |
| Akadê | Acting, Crafts, Religious Tradition |
| Agadîr | Healing, Navigation, World Lore |
| Andâlanga | Crafts, Navigation, Seamanship |
| Ellinea | Lyre Playing, Poetry, World Lore |
| Erulia | Mêlée, Poetry, Riding |
| Priþeniô | Crafts, Mêlée, Singing |
| Skanþinawiô | Foraging, Seamanship, Mêlée |
| Skudia | Missile, Riding, Stealth |
| Tawia | Healing, Navigation, Religious Tradition |
| Trôskenia | Acting, Social Skills, World Lore |
| Haflôn | Mêlée, Navigation, Seamanship |

| Birthplace (♀) | Trained in *three* the following skills: |
|---|---|
| Any | Acting, Crafts, Healing, Foraging, Religious Tradition, Singing, Social Skills, World Lore |

## Tribe Name

The player can either choose a tribe for his character himself or the myth master can choose one for him, based on his character's birthplace. Fairling characters have in this context Thulê as their birthplace. See **The Land of Thulê** for lists of tribe names. Wood Elves have no tribe, as they only identify by race. Write "Wood Elf" as their tribe.

If the player wishes to include information about such things, and if the myth master allows it, the player can also decide for himself how many siblings and how large a family his character has.

## Age

A character's starting age is determined by dice.

A character's CON may change during play, and this can influence the maximum age of that character. An old character who for some reason temporarily loses CON may actually die because of this, if his maximum age then becomes lower than his current age.

| Race/*Species | Age[1] | Maximum Age[2] |
|---|---|---|
| *Arbî & *Khemetian | 14 + D3 | CON * 5 |
| Native | 15 + D3 | CON * 5 |
| Elf-born | 21 + D6 | CON * 30 |
| God-fathered/ Goddess-born & Fairling | 18 + D6 | CON * 10 |
| Wood Elf | 30 + D8 | n/a |

[1]The age (in years) when the character reaches his biological adulthood, is seen as an adult and is expected to be able to take care of himself. See also **The Tradition (The High Festivals)** for more details on when Traditional children are defined as adults (or "real men").

[2]This is the age when the character will die from natural causes. The character will remain healthy (in game terms: unaltered) until he dies (or goes insane).

**Womanish Behaviour**

Many Religious men dislike the old traditions, in part because men have to wear women's clothing (and women men's clothing) in the religious processions. They argue that it is shameful for men to wear robes (suggesting that all Sorcerers are "womanish") and that this custom is a tradition that must be replaced by something better.

The Traditional man on the other hand doesn't seem to care. "Clothes do not make the man".

## Talents

Talents are not developed, but rather discovered. They were there all along, but did not surface until the character reached a certain point in life. Each talent can only be chosen once. Some talents require that the character already has a certain other talent, and this can be found under "prerequisites".

A character starts the game with one talent. See **Experience Points.**

**Siblings**

In the fairy tales we often hear of the adventures not of groups of friends or some random group of individuals with common interests or goals, but almost always of the adventures of *siblings*. The father or someone else decides that it is about time they leave the home – usually to compete (in a bride's race) for the hand of a beautiful princess or to perform some act of heroism. If the players want to, and if the myth master allows it, a (same species) player character party can when first created be made up of siblings (possibly adding a cousin or two as well). This would explain why they travel together and why they risk their lives for each other. Player groups who make this choice when they start playing the game should be rewarded for doing so (adding flavour and depth to the game) by being allowed to pick one extra talent for their characters when they create them, but must also adjust the starting age of their characters a bit. There should (unless some are to be twins or have different mothers) be some age difference between them, with the youngest having a normal starting age and then the others can add at least 1 year for every (surviving) sibling. The players can decide the sibling order for themselves, or the myth master can decide. Siblings need not always have both the same parents. Some may have another (divine?) mother or father, or even a light elf mother.

| Talent | Prerequisite | Effect (modifications are cumulative) |
|---|---|---|
| Acrobatic | Athletic | +1 Acrobatics & Dancing |
| Aggressive | | +1 Initiative |
| Animal Friend | Empathic | +1 Riding, +2 mod for morale tests against animals |
| Arachnean | Strong Grip | +1 Climbing |
| Argonautic | Mariner | +1 Seamanship |
| Athletic | | +5 Tempo |
| Bloodhound | Tracker | +1 Tracking |
| Calliopean | Polyhymnian | +1 Poetry |
| Careful | Focused | +1 Perception, +1 Stealth |
| Cliopean | Curious | +1 World Lore |
| Courageous | | +1 mod to all morale tests |
| Craftsman | Nimble | +1 Crafts |
| Curious | | +1 World Lore |
| Dart Thrower | Thrower | +1 Missile (when throwing lead-weighted darts)[1] |
| Dodger | Good Reflexes | +1 Dex (only) to determine the Dodging proficiency |
| Durable | | +1 Heat Toughness, +2 Stamina |
| Empathic | | +1 Social Skills & Healing |
| Enduring | Athletic | +2 Stamina |
| Eratorean | Polyhymnian | +1 Lyre Playing |
| Euterpean | Polyhymnian | +1 Flute Playing |
| Fast | Athletic | +5 Tempo |
| Favourite[2] | Marked | +1 Fortitude (if Traditional), +2 maximum FP (if Religious) |
| Fearless | Courageous | +2 mod to all morale tests |
| Fighter | | +1 Mêlée[1] |
| Fist Fighter | Fighter | +1 Mêlée (when using unarmed combat/battle gloves)[1] |
| Focused | | +1 Perception |
| Good Reflexes | | +1 Initiative & +1 Dex (only) to determine the Dodging proficiency |
| Hawk-Eyed | | Negates all the mods a target gets to DV (MI) from movement (see Stance & Movement under **Combat Modifications [Combat Rules]**) |
| Hephaestusean | Craftsman | +1 Crafts |
| Heraklean | Fighter | +1 Mêlée (when using concussion weapons)[1] |
| Herbalist | | +1 Alchemy & Foraging |
| Humble | | +1 Religious Tradition |
| Inquisitive | Cliopean | +1 Rune Lore & Alchemy |
| Lancer | Fighter | +1 Mêlée (when using spear weapons)[1] |
| Light Footed | | +1 Stealth |
| Mariner | | +1 Seamanship |
| Marked[3] | | +1 Fortitude (if Traditional), +2 maximum FP (if Religious) |
| Mechanic | Nimble | +1 Mechanics |
| Melpogomenean | | +1 Acting |
| Merman/-maid | Swimmer | +1 Swimming |
| Nimble | | +1 Mechanics & Trickery |
| Perseusean | Good Reflexes | +1 DV (MÊ & MI) when using shields |
| Pietistic | Humble | +1 Religious Tradition |
| Polyhymnian | | +1 Flute Playing, Lyre Playing, Poetry & Singing |
| Rider | Animal Friend | +1 Riding |
| Sensitive | Empathic | +1 Rune Lore |
| Sharpshooter | Shooter | +1 Missile (when using a bow or crossbow)[1] |
| Shooter | Focused | +1 Missile (when using a bow or crossbow)[1] |
| Sirenean | Polyhymnian | +1 Singing |
| Slinger | Thrower | +1 Missile (when using slings)[1] |
| Spear Thrower | Thrower | +1 Missile (when using thrown spear weapons)[1] |
| Springy | Athletic | +1 Acrobatics |
| Strong Grip | | +1 Climbing |
| Survivor | | +1 Cold Toughness & Disease Resistance, +1 Foraging |
| Swimmer | | +1 Swimming |
| Sword Dancer | Fighter | +1 Mêlée (when using swords & daggers weapons)[1] |
| Terpsichorean | Acrobatic | +1 Dancing |
| Thalian | | +1 Social Skills & Acting |
| Thrower | | +1 Missile (when using thrown weapons)[1] |
| Tough | | +1 Electrical & Physical Toughness & Poison Resistance |
| Tracker | Focused | +1 Tracking & Navigation |
| Trickster | Nimble | +1 Trickery |
| Uranian | Tracker | +1 Navigation |
| Warm Hands | | +1 Healing |
| Zevsean | Thrower | +1 Missile (when using thrown concussion weapons)[1] |

[1]Also enables the character to attack more often than what is normal with certain weapons. See footnote 1 under Special Attacks & Manoeuvres, **Combat Modifications (Combat Rules)**.

[2]Favourite of the spirits (for those with a Seiðr life stance) or of the deities (for those with an Âsatrû life stance).

[3]Marked by the spirits (for those with a Seiðr life stance) or by the deities (for those with an Âsatrû life stance).

**Obesity, Allergies, Bad Teeth *et cetera***

Modern man is plagued by many things, mainly because of an unnatural and unhealthy lifestyle and because of all the preservatives, vaccines, sweeteners, food dyes and other dangerous substances he puts into his body. Many fantasy RPGs include the flaws we have today because of this, but the truth is that our ancient forebears scarcely suffered from such flaws, so they are not included as factors in MYFAROG.

## Character Roles

By default, a character starts out as a level 1 character with one of the following Character Roles:

**Civilian**: a stereotypical peasant, seaman, hunter-gatherer, or craftsman.

**Warrior**: a man/woman trained for war; on land, on sea and on horseback.

**Stalker**: a rural scout, a messenger, spy, surveyor and stalker of the enemy.

**Trickster**: an agent, an urban scout, a manipulator, a spy, an impostor pretending to be someone or something else. If working for a lord the Trickster can steal for him, murder for him, spread false rumours for him, deceive for him, and make sure others do not do the same in his lord's realm.

**Bacchante/Maenad**: a fanatic/idealist follower of the god FraujaR (*alias* Bacchus). Bacchantes are very rare (there are never more than one in each community), and they are usually only seen in Agadîr, Ellinea, Tawia and Trôskenia, but even there they are quite unusual. Maenads on the other hand are common all over Thulê. Their main task is to preserve the religious traditions and mythology, and often lead religious processions during the high festivals. They have a liberal relationship to good food and drink, wild dancing and seductive dressing and behaviour, but the Maenads are all virgins and must remain so in order to keep their character role.

By default, Bacchantes and Maenads have the Leopard as their totem animal. They can change their totem animal in game. See the spell Totem Animal for information about which animals the Bacchantes and Maenads can gain as totem animals. See Hallow Evening in **The Religion (The High Festivals)**.

They regard the ivy (hedera helix) and fig tree (ficus carisa) as sacred. They also regard the donkey, the leopard and the boar as well as the colour light blue as sacred. They belong to a mystery cult called "The Liberated" which is a part of "The Temple of the Elves". See **Bands, Cults & Organisations**.

**Berserk/Valkyrie** ("chooser of the fallen/chosen"): a fanatic/idealist follower of the god WôðanaR. His/her main task is to guard the burial sites and sacred ceremonies, and to bury and protect the dead. They belong to an ancient tradition, known from other cultures as totemism, with roots back to the Stone Age. They all have a totem animal and wear the animal's life force outside their own as protection, and because of this they think of themselves as invulnerable. Their contempt for death and belief in their own invulnerability is so strong and important that it becomes unthinkable for them to wear any other armour than their totem animal's skin. In game terms this means that the Berserk/Valkyrie can not wear any other armour in combat than the one made from his/her totem animal's skin without losing all Favour Points (see **Âsatrû** and **Sorcery**) and facing the risk of committing suicide. If he/she does so he/she must cast 3D6 against a degree of difficulty (DD) equal to his/her Wil + 6 and at least achieve a success, or he/she will commit suicide (by hanging himself/herself, preferably in a sacrificial tree) before the next Sunrise. The more Wil (here: courage) he/she has, the higher the risk for suicide.

**The Bear Cult**

The Bacchantes/Maenads appeared when Seiðr some places was replaced with Âsatrû, and the May King and May Queen were given different and less important roles and tasks. The Berserk/Valkyrie too can be seen as direct descendants of the May couple, but they specialise in tasks such as burials and protecting the dead and the living, sometimes with brute force. The original focus of the Berserk/Valkyrie cult is the bear, and especially the she-bear, as a creature hibernating and giving birth to her cubs in the realm of the dead.

By default, Berserks have the Wolf as their totem animal, and Valkyries have the Giant Swan as their totem animal. They can change their totem animals in game. See the spell Totem Animal for information about which animals the Berserks and Valkyries can gain as totem animals. See Hallow Evening in **The Religion (The High Festivals)**.

They regard the ash (fraxinus excelsior) and the juniper (juniperus communis) as sacred. They also regard the bear, the boar, the horse, the dog, the leopard, the cave lion, the smilodon, the raven and the wolf as well as the colour dark blue as sacred. They belong to a mystery cult called The Ansgardaraiþô ("the ride of AnsgardaR"), which is part of "The Temple of Fury". See **Bands, Cults & Organisations**.

**Ranger**: a fanatic/idealist follower of the god Skanþan. His main task is to protect the flora and fauna of Thulê against the misuse of man. They regard the elm (ulmus glabra), the yew (taxus baccata) and the willow (salicaceae) as sacred. They also regard (especially) the (female) bear, the deer, the bee, the crow and the toad as well as the colours dark green, dark brown and silver as sacred. They belong to a very loosely organised and leaderless "organisation" called "The Rangers", which is part of "The Temple of the Source". See **Bands, Cults & Organisations**.

**Divine Gifts**

Perhaps, if a God-fathered or Goddess-born character reaches a certain level, perhaps level 10 or 15, he should receive a powerful gift from his divine parent?

**Erudite Travellers**

The skalds, bards and troubadours of the historic past are known to have been poets and musicians, reciting poetry or singing and playing songs, and they might indeed have been little more than this in the Christian era, but in Pagan times they were the schools of society, the philosophers and bards, who travelled the lands and spread lore. In MYFAROG the Bards are just that: travelling bards, singing songs of praise for their favourite deities, helping and healing those they meet on their journeys.

**Bard** ("to raise the voice" or "to praise"): a servant of the deities. There is no monotheism in Thulê, but the Bards (like all Religious characters) have a favourite deity, that they primarily serve and (unlike other Religious characters) 'take the role as'. Because they impersonate their favourite deities, male Bards can only have male favourite deities (or HaimadalþaR) and female Bards can only have female favourite deities (or HaimadalþaR). See **Mythical Deities**. The Bard has taken over the role of the Sorcerer in most (i. e. the Religious) societies in Thulê, and his/her main task is therefore to ensure sunshine, rainfall and good health, and to gain the favour of the deities in order to help his/her society. See **Special to Bards**.

**Bards in Thulê**

A Bard is usually called a Bard only when he travels the world to spread divine lore and music, but he is called an Ovates when he works as a priest in a temple and a Druid (or if female: Druidinne) when he has his own temple.

**Sorcerer:** a spell-caster whose main task is to ensure sunshine, rainfall and good health, and to manipulate the spirits of nature for the good of society through the use of spells. See **Special to Sorcerers**.

In all Religious societies the Sorcerer has lost his role to the Bard, and is first and foremost viewed with contempt, fear, and hidden admiration or as an embarrassing remnant of a more "primitive" past.

**Wood Elf:** Wood Elves live in a very homogeneous society, or have done so for a very long time. They don't fit into any of the normal human Character Roles, and are in that context therefore simply defined as 'Wood Elf'. To the other characters, the Wood Elf is something like a cross between a Bacchante/Maenad, a Stalker and a Sorcerer.

### Character Role restrictions based on Race

HaimadalþaR (or the Fairlings) only taught the art of sorcery to the (other) Thulêans, so only Thulêans can ever become sorcerers. There are many charlatan "sorcerers" amongst the Arbîs and Khemetians, but they are mere magicians and illusionists, and usually have very little real power to cast spells or in any other way manipulate spirits.

The deities ignore the degenerate Arbî species, but they do to some degree listen to the prayers of Khemetians. The Khemetians are not created in their image though (i. e. as highly intelligent, fair and beautiful men and women) so they can not imitate the gods or goddesses, and can thus not become Bacchantes, Bards, Berserks, Maenads, Rangers or Valkyries.

Each character role has a set of Character Role skills (see **Skills**) and some advantages they will gain when they reach a certain level. For more about gaining Favour Points see **Sorcery**. Civilian characters can choose four skills to be their character role skills. These are their only character role skills.

| Race/*Species | Gender | Available Character Roles |
|---|---|---|
| *Arbî | ♂ | Civilian, Stalker, Warrior |
| | ♀ | Civilian, Stalker |
| *Khemetian | ♂ | Civilian, Stalker, Trickster, Warrior |
| | ♀ | Civilian, Trickster |
| Native | ♂ | Bacchante, Bard, Berserk, Civilian, Ranger, Sorcerer, Stalker, Trickster, Warrior |
| | ♀ | Bard, Civilian, Maenad, Sorcerer, Trickster, Valkyrie |
| Elf-born | ♂ | Bacchante, Bard, Civilian, Ranger, Sorcerer, Stalker, Warrior |
| | ♀ | Bard, Civilian, Maenad, Sorcerer, Stalker |
| God-fathered/ | ♂ | Bacchante, Bard, Berserk, Civilian, Ranger, Stalker, Trickster, Warrior |
| Goddess-born | ♀ | Bard, Civilian, Maenad, Ranger, Trickster, Valkyrie, Warrior |
| Fairling | ♂/♀ | Civilian, Sorcerer, Stalker, Warrior |
| Wood Elf | ♂/♀ | Wood Elf |

| Character Role | Prerequisites |
|---|---|
| Bacchante | (♂) Noble social class, Âsatrû life stance, FraujaR as the favourite deity, ≥ 16 CHA, ≥ 9 CON |
| Bard | (♀/♂) Noble social class, Âsatrû life stance, ≥ 16 CHA, and the Marked talent. A female Bard must also remain a virgin in order to keep the Bard character role |
| Berserk[1] | (♂) Noble social class, Âsatrû life stance, WôðanaR as the favourite deity, ≥ 13 CHA, ≥ 9 CON, ≥ 16 STR, ≥ 13 WIL. |
| Civilian | n/a |
| Maenad | (♀) Same as for Bacchante, but a female character must also be and remain a virgin in order to keep the Maenad character role. |
| Ranger | (♀/♂) Noble social class, Âsatrû life stance, Skanþan as the favourite deity, ≥ 13 CHA, ≥ 9 CON, ≥ 9 DEX, ≥ 9 INT, ≥ 9 WIL. A female Ranger must also be and remain a virgin in order to keep the Ranger character role. |
| Sorcerer[2] | (♀/♂) Seiðr life stance, ≥ 13 INT, ≥ 13 WIL , and the Marked talent. |
| Stalker | (♀/♂) ≥ 9 CON, ≥ 9 DEX, ≥ 9 INT |
| Trickster | (♀/♂) ≥ 9 CHA, ≥ 9 DEX, ≥ 9 INT |
| Valkyrie[1] | (♀) Noble social class, Âsatrû life stance, WôðanaR as the favourite deity, ≥ 13 CHA, ≥ 9 CON, ≥ 6 STR, ≥ 13 WIL. Must also be and remain a virgin in order to keep the Valkyrie character role. |
| Warrior | (♀/♂) ≥ 9 CON, ≥ 13 STR, ≥ 9 WIL |
| Wood Elf | n/a |

[1]There are normally no Berserks or Valkyries from Trôskenia and Valkyries only from Agadîr, Andâlanga, Erulia, Skanþinawiô and Skudia.

[2]Sorcerers with Earth as a speciality must also have ≥ 13 STR. Sorcerers with Water as a speciality must also have ≥ 13 CON. Sorcerers with Spirit as a speciality must also have ≥ 13 CHA. There are no additional prerequisites for Sorcerers with Fire or Air as specialities.

| Character Role | Level | Advantages |
|---|---|---|
| Bacchante/ Maenad | 1 | Gains Favour Points (FP) and can ask for favours as a Bacchante/Maenad. |
| | 10 | Can have his/her own congregation with a number of dedicated Maenads (who count as free Maenad mercenaries) equal to his/her Cha * 3. |
| | 15 | A Bacchante/Maenad with ≥ 18 CHA can initiate his/her own temple (for his/her congregation). See the spell Initiate. See **Bands, Cults & Organisations.** |
| Bard | 1 | Gains Favour Points (FP) and can ask for favours as a Bard. |
| | 10 | Can have his/her own congregation with a number of dedicated followers equal to his/her Cha * 5. These followers (who count as free mercenaries) can have any character roles as long as they have the same favourite deity as the Bard. |
| | 15 | A Bard with ≥ 18 CHA can initiate his/her own temple (for his/her congregation). See the spell Initiate. See **Bands, Cults & Organisations.** |
| Berserk | 1 | Gains Favour Points (FP) and can ask for favours as a Berserk/Valkyrie. Can jog (rather than just walk) with the guard up and when part of a formation. Can Charge. Can attack with very long-reaching weapons from the 2nd line of a column or square formation made up of only Warriors or Berserks. See **Lowered Guard, The Round, Charges, Formations** and **Combat Modifications (Combat Rules).** |
| | 5 | +2 mod to morale tests. |
| | 10 | Inspires all friends and allies within sight, giving them his Str as a mod to morale tests, provided that he remains conscious and does not flee. This mod is not cumulative if more than one Berserk ( or Warrior) is present on the same side in a fight, but the best Str is then used. See **Morale (Combat Rules).** |
| | 15 | A Berserk with ≥ 18 CHA can have his own Ansgardaraiþô with a number of dedicated Berserks (who count as free Berserk mercenaries) equal to his Cha * 3. See **Bands, Cults & Organisations.** |
| Ranger | 1 | Gains Favour Points (FP) and can ask for favours as a Ranger. Travelling is easier for him. See **Travel & Survival (The Land of Thulê).** |
| | 5 | A Ranger with a positive Int and everyone in his party travel slightly faster than others do when travelling in marshland (bog), forest or mountainous terrain. See the skill Navigation. |
| | 10 | No bear will ever attack a Ranger, even if ordered to do so by someone controlling it (using the Control Creature spell), unless the bear is attacked by the Ranger first. |
| Sorcerer | 1 | Can learn and cast spells. |
| | 15 | Can have up to three dedicated Sorcerer apprentices. |
| Stalker | 1 | Travelling is easier for him. See **Travel & Survival (The Land of Thulê).** |
| | 5 | A Stalker with a positive Int and everyone in his party travel slightly faster than others do when travelling in marshland (bog), forest or mountainous terrain. See the skill Navigation. |
| | 15 | A Stalker with a positive Cha can have his own scout-band with a number of dedicated Stalkers (who count as free Stalker mercenaries) equal to his Cha * 3. |
| Trickster | 1 | Gains a +2 bonus to all relationship checks. See **Human Encounters (The Land of Thulê).** |
| | 15 | A Trickster with a positive Cha can have his own scout-band with a number of dedicated Tricksters (who count as free Trickster mercenaries) equal to his Cha * 3. |
| Valkyrie | 1 | Gains Favour Points (FP) and can ask for favours as a Berserk/Valkyrie. |
| | 5 | Gains a +2 mod to morale tests. |
| | 15 | A Valkyrie with ≥ 18 CHA can have her own Ansgardaraiþô with a number of dedicated Valkyries (who count as free Valkyrie mercenaries) equal to her Cha * 3. See **Bands, Cults & Organisations.** |
| Warrior | 1 | Can jog (rather than just walk) with the guard up and when part of a formation. Can Charge. Can attack with very long-reaching weapons from the 2nd line of a column or square formation made up of only Legionaries, Warriors or Berserks. See **Lowered Guard, The Round, Charges, Formations** and **Combat Modifications (Combat Rules).** |
| | 5 | +2 mod to morale tests. |
| | 10 | Inspires all friends and allies within sight, giving them his Str as a mod to morale tests, provided that he remains conscious and does not flee. This mod is not cumulative if more than one Warrior (or Berserk is present on the same side in a fight, but the best Str is then used. See **Morale (Combat Rules).** |
| | 15 | A Warrior with a positive Cha can have his own war-band with a number of dedicated Warriors (who count as free Warrior mercenaries) equal to his Cha * 3. |
| Wood Elf | 1 | *If* the Wood Elf has a positive Int *and* Wil mod, he can (from level 1) learn and cast spells just like a Sorcerer – but he does *not* start out knowing one spell, like Sorcerers do, and he can only learn spells known to Fraujôn (if female) or FraujaR (if male). The Wood Elf uses a wand instead of a staff to channel the powers of the spirits, and he does not suffer from the weapon or clothing restrictions that the Sorcerer suffers from in relation to spell-casting (see **Special to Sorcerers**)! If he later on improves his Int and Wil so that its mod becomes positive, he can *from then on* start to learn and cast spells as if he was a Sorcerer. However, rather than have a speciality, *the Wood Elf can only ever learn and cast the spells known to Fraujôn* (if female) *or FraujaR* (if male) except the spells Initiate, Mistletoe and Trojan Horse. See **The Sympathetic Deities (Mythic Deities).** |

### Losing your Character Role

If a character for some reason loses his character role, he automatically becomes a Civilian instead, with the same experience level he had before he lost his original character role, and must pick four of the character role skills from the character role he lost to be his new character role skills. He will keep the rest of them as Trained skills instead. A character losing his role solely because he no longer is a Noble (a prerequisite for some roles), will regain his lost role if he manages to regain his Noble social class.

### Novice Characters

A level 1 character in MYFAROG is a young apprentice. He is just a beginner, a completely inexperienced human being, that has just been sent into the world by his family, to fend for himself – and to prove his worth. His character role has been defined, his future path set, but he has yet to walk the path and to turn that crude rock he still is into a beautiful and unique statue worthy of praise.

| Bard's Favourite Deity (Gender) | Allowed Weapons[1] | Clothes in Sacred Colours |
|---|---|---|
| BalðuR (♂) | Long sword & short sword | Yellow, gold, white or orange |
| TîwaR (♂) | Long sword | Blue, white or black (with stars) |
| ÞunaR (♂) | All axes | Rose red or maroon |
| Erþi (♀) | n/a | Light brown or bright green |
| HadnuR (♂) | Bow, curved short sword, sickle, sword-scythe & war scythe | Black |
| HaimadalþaR (♀/♂) | Curved short sword, sickle, sword-scythe & war scythe | White, indigo, purple or black |
| Manan (♀) | Sickle | White or silver |
| NerþuR (♂) | Trident | Turquoise |
| Furasitan (♂) | Angon, javelin, light javelin & spear | Blue |
| Fraujôn (♀) | Dagger, seax[2] & sickle | Buff or pink |
| FraujaR (♂) | Dagger, seax[2] & sickle | Light blue |
| Sagôn (♀) | Angon, javelin, light javelin & spear | Olive green |
| SkanÞan (♂) | Bow, seax[2] & short sword | Dark brown, dark green or silver |
| SuwilaR (♂) | Angon, javelin, light javelin & spear | Yellow, gold, white or orange |
| Walan (♂) | n/a | White |
| WîdanaR (♂) | Battle glove | Brown or green |
| WôðanaR (♂) | Angon, javelin, light javelin & spear | Dark blue |

[1]Other than club, flail, war flail, staff, hammer, mace, sling, staff sling and rock, which can all be used without penalty by all Bards.
[2]Long or short.

### Dedicated Followers

A player whose character has dedicated followers or apprentices should generate (at least a few of) them as level 1 non-player characters (NPCs), with their own character sheets. Whether they join the player character on an adventure, or are sent on a mission by themselves, they are at all times to be controlled/played by the same player. If the player character should die the player can continue playing by choosing one of his dead player character's dedicated NPC followers as his new player character (with the others probably scattering in all directions, now that their leader is gone). If a player character has a dedicated follower that grows too strong (i. e. gains a higher level than that of the player character) that follower will leave the player character to seek adventure elsewhere and on his own.

If a dedicated follower of a player character dies the player character will attract a new follower within D6 days if the situation allows it.

Characters created to be dedicated followers some times need to have certain minimum statistics (in relation to character attributes), so if the initial result of a die roll is too poor in relation to these statistics the player can roll again until he gets an acceptable result.

It might be wise for the myth master to limit the number of dedicated followers (and mercenaries) joining the "main" player characters on adventures to one or perhaps two, or else there might be too many characters for the players (or myth master) to keep track of.

### Special to Bards

Bards dedicate their lives to serving the deities, and do so by imitating one of the deities. They therefore have to dress like their favourite deities in order to gain favour with them, and can not use weapons other than those traditionally used by their favourite deities. If they do not dress like their favourite deities or if they use a weapon not traditionally used by those deities they will lose all FP for a full month. The female Bards normally marry after ten years of serving their favourite deity, and until then they all must remain virgins. When they lose their virginity they also lose their Bard character role. See **Losing your Character Role**.

The deities used to be impersonal and androgynous spirits, who only later turned into deities, and even though they today are either male or female, to represent the deities the male Bards need to dress partly as women, in robes, whilst Female Bards need to dress partly as men, with men's clothing on the upper body. This custom is archaic, but still practised.

Bards have no restrictions when it comes to the use of armour, but they must wear the traditional clothes in the sacred colours underneath or over their armour.

### Special to Sorcerers

A Sorcerer must choose a speciality; air (♠), earth (♣), fire (♦), spirit (•) or water (♥). A Sorcerer dresses up to look like the spirits of nature; he must wear robes and a brimless pointy hat (for ♠), a large hood (for ♣), pointy wide hat (for ♦), a large hat with tassle (for •) or a tight hat or hood (for ♥). He does this to trick the spirits into believing that he too is a spirit, and

this masquerade makes the spirits susceptible to being manipulated by the Sorcerer. If a Sorcerer does not wear his special clothes the spirits will be scared away and the Sorcerer will not be able to cast spells until the next Sunset (for ♣♥•) or until the next Sunrise (for ♦♠). Sorcerers can only learn and cast spells connected to their speciality! See **Sorcery**.

A Sorcerer can not use shields or wear armour or helmets without disclosing to the spirits that he is not one of them. If he as much as touches a shield, an armour or a helmet the spirits of nature will flee from him, rendering him unable to cast spells until the next Sunrise or Sunset depending on his speciality as described above. An exception to this rule is when a Sorcerer makes an armour out of a totem animal. See the spell Totem Animal.

Sorcerers can only cast spells using a sorcerer's staff, which is basically a normal staff with a piece of aurichalcum, iron, bone, rock, bronze, electrum, gold, crystal, silver, pearl or copper attached to one end. The type of material needed for the sorcerer's staff depends on the speciality of the sorcerer.

| Speciality | Materials |
|---|---|
| Air ♠ | Aurichalcum & iron |
| Earth ♣ | Aurichalcum, bone & rock |
| Fire ♦ | Aurichalcum, bronze, electrum & gold |
| Spirit • | Aurichalcum, crystal, pearl & rock |
| Water ♥ | Aurichalcum, copper, electrum & silver |

The Sorcerer can normally not use any sharp weapons capable of chopping or cutting down trees or other growths in nature. If he as much as touches such a weapon the spirits of nature will flee from him, rendering him unable to cast spells until the next Sunrise or Sunset depending on his speciality as described above. So the only weapons he can use without penalty are clubs, flails, war flails, staves, hammers, maces, slings, staff slings and rocks.

An exception to this rule is when a Sorcerer becomes a May King (see **The High Festivals**), in which case he will also be allowed to use all swords without penalty. Note that this only applies to male Sorcerers.

Another exception to this rule is the sickle a Sorcerer can use to gather herbs for potions. These blades need to be made from gold and have runes carved on them, lest they ruin the power of the herbs gathered. The runes must spell *linalaukaR*, from Old Thulêan *linoloukos*, meaning "white linen clothing flower meadow"). This formula makes sure the herbs are not ruined when gathered. See the skill Alchemy.

The Sorcerers have an oral tradition so no spells or other secret lore can be found in books or on scrolls. This is how the Sorcerers protect themselves and their lore from the misuse of others, and also how they stay in power.

A level 1 Sorcerer knows one spell with PL 1, but can learn a new spell every time he gains a new level (but must do so *instead* of gaining Training in a new skill). He must do so from another Sorcerer (this takes 1 day) or study it all by himself whilst sitting (for 1 week) on a mountain top (for ♠), in a dark cave (for ♣), by a fire (for ♦), on a burial mound under a sacrificial tree (for •) or by a sacred spring (for ♥), whilst holding unto his staff.

The Sorcerer sees himself as the ruler of the entire world, and his nails and hair are seen as representations of the world's plants and other growths. Because of this the Sorcerer can not cut his hair, nails or beard without consequence. If he (or someone else) does so he will forget all his spells so that he has to learn them anew. This takes 1 day for each PL the forgotten spells have, and the spells must be re-learned one spell at a time. The Sorcerer loses no proficiency but he can not cast the spells again until he has learnt them anew. He can re-learn the spells on his own and without any special aids (save his staff).

Sorcerers do not believe in gods or goddesses. They see themselves as the masters of everything in nature, and the sympathetic deities are to them but powerful spirits that they have yet to learn how to manipulate. Horses are seen as messengers of the deities, of these powerful and uncontrollable spirits, and because of this they scare away the less powerful spirits manipulated by the Sorcerers. So if a Sorcerer as much as touches a horse he will not be able to cast another spell until the next Sunset or Sunrise (as described above).

Sorcerers have no Favour Points. Instead they spend Stamina Points (SP) when they cast spells, just like they do when they fight, run, climb or perform other physically exhausting tasks.

A Sorcerer can cast spells with a PL no higher than the lowest of his Int * 2 and his experience level / 2 (rounded up). A Sorcerer can learn a maximum of Int * 3 spells, regardless of the spells' PL. If he knows the maximum number of spells he is allowed to know, he can choose to forget spells in order to make room for other spells he wishes to learn instead. The spell will then be forgotten though, and if he for some reason wishes to learn the same spell later on he must do so as if he learned a new spell. See **Experience Points**. See **Casting Spells & asking for Favours (Sorcery)**.

## Gear

All new characters are dressed in normal clothes and start out with a number of silver nuggets based on their social class They can use these precious metals to purchase equipment before game start. See **Trade (The Land of Thulê)**. See **Encumbrance (Skills)**.

| Social Class | Valuables at game start |
|---|---|
| Noble | 3 + 3D6 oz of silver |
| Free Man | 3D6 oz of silver |
| Thrall/Outlaw | D6 oz of silver |

**"Avarice increases with wealth."**

## Calculations & Name

Finally the player needs to finish the calculations on his character sheet and come up with a name for his player character. See also **Health Points** and **To Hit & Damage Resolution (Combat Rules)**, and the skill Stamina.

At this point the player character is ready and you can start playing. Your character has just become an adult and has been sent out into the perilous world to fend for himself. Good luck, and may the deities (or spirits) be with you!

### The Erulian Knot

Nobles in Erulia (and Skanþinawiô), both men and women, traditionally have long hair, and when the men go to war they tend to tie their hair in a knot on top of their head, known as "the Erulian knot", to deprive their enemies of the opportunity to grab the hair and to make sure the hair doesn't get stuck in equipment, branches or something else during a mêlée.

## Experience Points

By default, characters start play at level 1 and with 0 XP. A character gains XP when he succeeds with his actions. He gains 50 XP for every spell he casts without fumbling, 50 XP every day he spends travelling, 50 XP each time he participated in a High Festival (see **The High Festivals**) and 50 XP for every round spent in combat – mêlée or missile. He also gains XP from using his skills, both when testing skills against a DD and when testing skills for a best possible result. If the latter is the case, XP is instead gained based on the result of the dice cast when testing the skill.

The XP is summed up and given to each individual character at the end of each Saturday (in game), the day when you harvest what you sow. The XP needed to gain a new level is: **level * level * 250**. *There is no level cap.*

| Degree of Difficulty | | Dice Result | XP |
|---|---|---|---|
| ≤ 7 | Routine | 3-8 | 0 |
| 8-11 | Easy | 9-11 | 25 |
| 12-15 | Medium | 12-14 | 50 |
| 16-19 | Hard | 15-17 | 250 |
| 20-23 | Very Hard | 18 | 500 |
| ≥ 24 | Absurd | | 1000 |

For every new level gained the player character can **gain Training in a skill he is Untrained** in *or* (if Sorcerer) he can **learn a new spell** (see **Special to Sorcerers**). At ever *odd* experience level (e. g. 3, 5, 7 9 *et cetera*) he can *instead* **gain a new Talent.** At every *even* experience level (e. g. at level 2, 4, 6, 8, 10, *et cetera*) the character can *instead* **gain +1 to one attribute of his choice** (to a maximum value of 20 + race modification for each attribute). Warriors and Berserks *also* **gain +2 HP** for *every* experience level, and characters with any other character role *also* **gain +1 HP** for *every* experience level.

### Female Hunters

Native females in Thulê some times hunt like the males do, only not when they are pregnant or have small children to care for, and not with spears or javelins. They are never expected to hunt large game or indeed large predatory animals though. Instead girls and women hunt small and some times medium game using bow and arrow. For this they are no less suitable than the males are – and no less skilled.

### Experience Points

The myth master can reward good role-play, immersion, cooperation between players and other positive contributions to the group as well, with perhaps as much as 1000 XP each session, and also reward players with XP for solving the problems they face in adventures the best or cleverest ways possible (e. g. 100 XP) -- and even more for solving the problems in the most honourable way possible (e. g. 250 XP).

Characters do not receive XP from actions they succeed with after asking for divine aid or using their power of will. See **Âsatrû**. See **The Power of Will (Skills)**.

### Languages (Optional Rule 1)

Instead of gaining training in a new skill, a myth master can allow a character to learn a new language (and its script) when he gains a level. To do so though, a character should be able to learn this language from someone who already knows the language himself and is at least Friendly towards the character. See **Racial Background**. See **Trade** and **Random Encounters (The Land of Thulê)** for more on how to establish a relationship to others respectively.

See *Slow Learner* special restriction for Wood Elf. See **Special Abilities/Restrictions (Race/*Species)**.

### The Origin of Religion

It is not quite clear why some men stopped practising Seiðr in favour of Âsatrû, but in a sense praying to the deities is not very different from asking the May King or May Queen for help in difficult situations. Another factor is that the deities made their appearance at some point. Now, the Traditional men believe the deities are mere spirits, (for now) too powerful for man to control, who have manifested themselves in physical form, in the image of the Religious man's ideals. Others however believe that the deities are actually ancient Fairling Sorcerers who became so powerful that they transcended the laws of nature and became part of the elements themselves. They became gods and goddesses and their followers created Âsatrû, as a separate branch from the tree of traditions.

Whatever is the case, the deities in Thulê are real and do aid and grant favours to their worshippers, so the obvious question is; why are there still men practising Seiðr?

### Character Roles

In Thulê men are born into their roles in life, and they stick to them until the end. Some are not very good at what they do, but they still do it, because that is what was meant for them in (this) life. In MYFAROG this means that a character can not change his character role, other than if he has completed (or failed in) his Religious task, and returns to being a Civilian again (see The Liberated and The Ansgardaraiþô in **Bands, Cults & Organisations**), or if he as a Sorcerer loses his faith in the spirits and with it his ability to learn and cast spells, and thus becomes a Civilian instead (see the spell Trojan Horse).

A player who for some reason regrets his choice of character role for his character, can either retire the character and make a new character with another role, or heroically sacrifice his character for the sake of honour – and thus gain those few but very nice bonuses a player gains from having had a character who lived and died honourably. See **Racial Background** and **Attributes**.

**"The roots of knowledge are bitter, but its fruits are sweet."**

# Skills

In MYFAROG your character gets ½ of his experience level (rounded down) as a mod to all his Character Role skills, *or* ¼ of his experience level (rounded down) as a mod to skills he is Trained in (but never less than a +0 mod or more than a +5 to Character Role skills and a +4 level mod to Trained skills), and no mod to skills he is Untrained in. If Untrained in a skill your character will instead get a penalty (from -5 to +0) when he uses that skill (see 'Untrained' in table below). Dodging, Perception and Tempo are not eligible as Trained or Character Role skills. The mod is added to the base value connected to each skill. The base value is usually the modification for an attribute. The sum of this and any other modification(s), usually Talents, is what makes up the character's skill proficiency. An X in the table below marks a Character Role skill. E. g. Warrior has Acrobatics, Mêlée, Missile, Riding, Seamanship and Stamina as Character Role skills.

Players can mark off, on the character sheet, the boxes next to the skills his character has either training in, or has as character role skills. See **Character Sheet**.

### Testing Skills

When a skill is tested it is done against a target number, called a Degree of Difficulty (DD), determined by the myth master. The player casts 3D6 and then adds his character's relevant skill proficiency. The sum of this is called the result. The result needs to be at least the same as the DD for the character to succeed. If a character is testing his skill in relation to an NPC or another character with the same skill (called an 'opposing skill test'), they can both test their skills and the highest score wins. The degree of success is determined normally, as if the poorest result was a normal DD.

| Skill | Base Value | Untrained | Bacchante/Maenad | Bard | Berserk/Valkyrie | Civilian[1] | Ranger | Sorcerer | Stalker | Trickster | Warrior | Wood Elf | Type |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Acrobatics | Dex | +0 | | | X | | X | | X | X | X | X | MS |
| Acting | Cha | -2 | X | X | | | | | | X | | | SS |
| Alchemy | Int | -5 | | X | | | | X | | | | | SS |
| Climbing | Dex | +0 | | | | | | | X | X | | | MS |
| Crafts | Int | -5 | | | | | | | | | | | SS |
| Dancing | Dex | -2 | X | X | X | | | | | | | X | MS |
| Dodging | Dex/2 | +0 | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | MS |
| Flute Playing | Int | -5 | X | X | X | | | | | | | X | SS |
| Foraging | Int | -2 | | | | | X | | | | | X | SS |
| Fortitude | Wil | +0 | | | | | | X | | | | X | SS |
| Healing | Int | -5 | | X | X | | X | X | | | | | SS |
| Lyre Playing | Int | -5 | | X | | | | | | | | | SS |
| Mechanics | Dex | -5 | | | | | | | | X | | | SS |
| Mêlée | Str | -2 | X | | X[2] | | | | | | X | | CS |
| Missile | Dex | -2 | | | X[2] | | X | | | | X | X | CS |
| Navigation | Int | -2 | | | | | X | | X | | | | SS |
| Perception | Int | +0 | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | SS |
| Poetry | Int | -5 | | X | | | X | X | | | | X | SS |
| Religious Tradition | Cha | -5 | X | X | X | | X | | | | | | SS |
| Riding | Dex | -5 | | | | | | | X | | X | | MS |
| Rune Lore | Int | -5 | | | | | | X | | | | X | SS |
| Seamanship | Int | -5 | | | | | | | | | X | | SS |
| Singing | Int | -5 | X | X | | | | X | | | | X | SS |
| Social Skills | Cha | -2 | X | X | | | | | | X | | X | SS |
| Stamina | 12 + Con | +0 | X | | X | | X | X | X | | X | | SS |
| Stealth | Dex | +0 | | | | | X | | X | X | | X | MS |
| Swimming | Con | -5 | | | | | X | | X | | | X | MS |
| Tempo | 40 + (5 * Str) | +0 | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | MS |
| Tracking | Int | -2 | | | | | X | | X | | | X | SS |
| Trickery | Dex | -2 | | | | | | | | X | | | SS |
| World Lore | Int | -5 | X | X | | | | X | | | | X | SS |

[1] Any four skills of player's choice.

[2] Only Mêlée for Berserk and only Missile for Valkyrie. However, Berserks get Missile as a Trained skill, and Valkyries get Mêlée as a Trained skill.

| Testing of Skills | Consequence |
|---|---|
| Result ≥ 5 < DD | Critical Failure |
| Result 1-4 < DD | Failure |
| Result = DD | Semi-Success |
| Result 1-4 > DD | Success |
| Result ≥ 5 > DD | Critical Success |
| Cast a natural 3 | Critical Failure |
| Cast a natural 4 | At best Failure |
| Cast a natural 17 | At worst Semi-Success |
| Cast a natural 18 | At worst Success |

| Task | DD | DD Range[1] |
|---|---|---|
| Routine | 4 | ≤ 7 |
| Easy | 8 | 8-11 |
| Medium | 12 | 12-15 |
| Hard | 16 | 16-19 |
| Very Hard | 20 | 20-23 |
| Absurd | 24 | ≥ 24 |

[1]A standard DD modified will often end up differing slightly from the standard DD definition. The DD range is normally only used to determine the amount of XP a character gets from succeeding.

A Critical Success often means that the character achieved a result beyond his expectations. A Success means the character succeeded in doing what he was trying to do. A Semi-Success means he succeeded, but with some adverse effect (e. g. he did manage to land safely on his feet after a jump from a tall wall, but broke some item in his sack when he did). If tested as an opposing skill test, a Semi-Success is a 'draw'. A Failure means he didn't succeed and a Critical Failure means he failed miserably. Critical Failures can be catastrophic (e. g. when characters are climbing high above the ground).

E. g. a level 4 character Trained in Climbing and with a Dex of +1, has a ([level 4 / 4 rounded up =] 1 + 1 [for Dex] =) +2 proficiency in the skill Climbing. He tries to scale a stone wall, and the action is defined by the myth master to be easy (DD 8). The player casts 3D6 and the sum is (2 + 2 + 1 =) 5. The result is only (2 for his skill and 5 for the sum of his dice =) 7, so the consequence is a failure. He fails to scale the wall this round, but can try again the next round – until he either succeeds or gives up, or kills himself trying).

Some skills are not tested against a DD, but instead the consequences of the result achieved can be read from a table (included in the description of these skills). Natural results (i. e. a dice result of 3, 4, 17 or 18) for such skills give the worst possible result (3: Critical Failure) or the best possible result (18: Success), or at best the least negative modification (4: Failure), i. e. a -1 result, or at worst the least positive modification (17: Semi-Success), i. e. a +1 result.

Sometimes, the myth master needs to find a random DD. When he does he can use the Random DD table.

| Random DD (D10) | DD | Task |
|---|---|---|
| 10 | 4 | Routine |
| 8-9 | 8 | Easy |
| 5-7 | 12 | Medium |
| 3-4 | 16 | Hard |
| 2 | 20 | Very Hard |
| 1 | 24 | Absurd |

### Routine Tasks

The myth master should only ask the players to test their skills in relation to routine tasks (e. g. climbing ladders) when this makes sense; e. g. when they are in a stressful situation, or when a failure can affect the course of events.

### Practising

Whenever a character successfully performs a task, and then tries to perform the exact same task again (e. g. he climbs the same tree again), he should enjoy a -2 reduction to the DD, because he has already done it, and thus knows better how to perform that particular task. For every time he performs the exact same task, he should enjoy an additional -2 reduction of the DD, to a maximum reduction of -6.

### The Power of Will

When skills are tested the dice represent the luck of the character and the randomness in the situation, but also the effort put into the action by the player character.

Sometimes, even the most incompetent individual can perform exceptionally, simply because he tried so hard and made such an effort that what he did became a success anyway. To include this power of will factor in the game, and to remove some of the randomness, the players are allowed to cast an extra die (i. e. 4D6 instead of 3D6) when testing skills, and then keep only the three best results – and they can do this a number of times equal to their characters' Wil every day (in-game time). If a character has no or negative Wil mod he will not be able to do this at all. Characters using their Wil this way – just like with divine aid – gain no XP when doing so and the result does not count as a natural result!

### Encumbrance

The encumbrance or carrying capacity of the characters is often a nuisance in role-playing games, with so much time and effort spent by the players to keep track of just how much their characters can carry without too much penalty. In MYFAROG encumbrance is intentionally (for the sake of playability) kept very simple. You can carry basic equipment (normal clothes, a belt with a pouch and two additional items [e. g. a dagger and a small bag for sling bullets], and another two items [e. g. sword scabbards, quivers or waterskins] carried in straps over the left and right shoulders [held in place by the belt]) and in addition to that items as shown in the table on the next page.

You can not carry a large, medium or deeply-dished shield and an extra weapon if you already carry a heavy load (but you can lift and move it all. See below). You can not perform tasks where you need at least one hand free if you carry both a shield and an extra weapon.

E. g. if you carry your basic equipment and an armour you still only carry a light load. If you also carry a sack (holding at least 1/6 of its capacity) you will instead carry a medium load. You can also carry a large or deeply-dished shield or an extra weapon without it influencing the encumbrance level, but if you carry both a large or deeply-dished shield and an extra weapon the encumbrance level is one level higher.

| Load | Basic Equipment | Armour[1] | Sack[2] | Backpack[2] | Large or Medium or Deeply-dished Shield[3] | Extra Weapon[4] |
|---|---|---|---|---|---|---|
| Light | Yes | | | | | |
| Light | Yes | Yes | | | | |
| Light | Yes | | Yes | | | |
| Light | Yes | | | Yes | | |
| Medium | Yes | Yes | Yes | | | |
| Medium | Yes | Yes | | Yes | | |
| Medium | Yes | | Yes | Yes | | |
| Heavy | Yes | Yes | Yes | Yes | | |
| +0 Level | | | | | Yes | |
| +0 Level | | | | | | Yes |
| +1 Level | | | | | Yes | Yes |

[1]Any armour, with or without helmet.
[2]The sack or backpack must hold at least 1/6 of its capacity (i. e. 4.5 or 9 lbs) to count for encumbrance.
[3]Carrying a small shield or a wicker shield will not contribute to increasing the encumbrance level.
[4]5 extra light javelins or lead-weighted darts, or 3 extra javelins, or 1 other extra weapon. The 1 extra weapon must weigh at least 1 lb to count as an extra weapon. A weapon lighter than 1 lb will not contribute to increasing the encumbrance level.

The load your character carries can modify his movement skills (MS).

A character can lift and carry heavier objects over short distances. The maximum weight he can lift and carry is his own weight + (Str * 5) in lbs, and he then moves only Tempo / 2 in feet every round, and spends 4 SP doing so. He can drag/push twice that weight 5 feet every round, and spends 8 SP doing so.

The myth master must use common sense and the information (not least about item weight) in Trade (**The Land of Thulê**) to guide the players in relation to just how much they can pack into a sack or a backpack or a pouch, and whether or not this will hinder them in any way whilst adventuring. See also the skill Stamina and (the optional) Equipment Sheet.

### Light versus Heavy troops

Armour and shields might not cause a character to carry a heavy or even a medium load, but they will still encumber the characters in many ways, because some encumbrance is inherent in these sorts of items already. So even though light and heavy troops all will only carry light loads, the light troops will still be much more manoeuvrable because of the inherent encumbrance of heavy armour. See **Armour (Combat Rules)**.

### Carrying Heavy Loads

What players can do to avoid the encumbrance penalties is to let their characters carry heavy loads and then have them spend a round or two to drop their sacks and backpacks (and then only carry a light load) every time they need to use their MS skills or before they engage in combat.

### Shields & Encumbrance

A character can avoid the encumbrance increase for carrying a large, medium or deeply-dished shield by throwing the extra weapon at the enemy just before he engages in mêlée – but must do so with the encumbrance penalty. See **Combat Rules**.

**"Much skill is not a heavy load to carry."**

## Skill Types

There are three types of skills in MYFAROG: movement skills (MS), special skills (SS), and combat skills (CS). All MS are all influenced by the armour worn and any shields used by characters. Stealth and Swimming are influenced even more by this than other MS are. See **Armour** and **Mêlée Weapons & Shields (Combat Rules)**.

All MS are also influenced by encumbrance. When a character jumps, dances, rides or uses another MS he suffers the modifications listed below. SS are only modified by the character's encumbrance if this is stated in the description of that particular skill. All MS and SS, with the exception of Stamina, are also modified by the condition of the character. See Stamina. See **Combat Rules** for information on how encumbrance and the character's condition influences his Offensive and Defensive Values.

| Mod to MS | Encumbrance level |
|---|---|
| +0 | Light load |
| -1 | Medium load |
| -3 | Heavy load |

| Mod to MS & SS | Character Condition |
|---|---|
| -1 | Tired[1] |
| -2 | Weary[1] |
| -3 | Exhausted[1] |
| -1 | Seriously injured[2] |
| -3 | Severely injured[2] |

[1]See Stamina.
[2]See **Health Points (Combat Rules)**.

### Injuries

Sometimes, the characters are injured by something that would obviously hamper them in relation to one or several skills: e. g. if a character is injured because he steps barefooted on a sharp rock it would certainly make all running and jumping so much harder for that character, or e. g. if the character is injured because he burned his hands when he touched a glowing orb it would make wielding weapons, climbing, picking locks *et cetera* so much harder for him. When an injury is of this type the myth master can, as a rule, penalize the character by an additional -2 mod to all his skill tests in relation to the relevant skills.

### Acrobatics (MS)

Attribute: Dex
Penalty for being Untrained: +0

Acrobatics determines how well your character can move about, keep his balance or jump and land softly. A character who falls normally takes D6 – 3 damage (or a D6 in damage for falls from 5' above the ground, and then +D6 for every 5' extra). Armour other than helmets does not normally protect against damage taken from a fall. *If effective falling distance is -5' or less, the character takes no damage.*

Characters can jump D6 + Str + own height in whole feet + Acrobatics proficiency long, and the same / 4 high

If a character falls or jumps he can test Acrobatics in an attempt to control his fall/jump and land safely, and the result will influence the effective falling distance.

| Result | Effective falling Distance |
|---|---|
| < 3 | +15' |
| 4-7 | +10' |
| 8-11 | +5' |
| 12-13 | +0' |
| 14-15 | -5' |
| 16-17 | -10' |
| 18-19 | -15' |
| 20-23 | -20' |
| ≥ 24 | -25' |

E. g. if a character with an Acrobatics proficiency of +4 falls 20', and casts 12 when he tests his skill, he will take damage as if he fell from 10' – because 12 + 4 = 16, which modifies the effective falling distance by -10'.

| Other Modifications to Effective falling Distance | |
|---|---|
| -5' | Lands on soft ground (grass, field) |
| +0' | Lands on hard soil |
| +10' | Lands on rocky surface |
| +5' | Lands on uneven surface |
| -5' | For every full 1' of snow on the ground |
| -10' | Controlled jump (i. e. he jumps intentionally) |
| +10' | Is unconscious, sleeping or paralysed |
| -30' | Lands in deep water |
| -5' | Lands in shallow water/mud |
| /2 | Falls or rolls the distance down a hillside |

Note that a character landing in deep water will probably need to pass a Swimming test as well, in order not to drown.

E. g. our character with an Acrobatics proficiency of +4 still falls 20', and get the same result as in the example on the opposite page, but lands on a rocky surface (+10'), so his effective falling distance is back up to 20', and he will take 4D6 in damage – one D6 for every full 5' he falls.

Had he not fallen straight down, but had instead fallen/rolled down a hillside the same distance, he would have taken only 2D6 in damage – because 20' / 2 = 10'.

Had he jumped intentionally, the effective falling distance would have been reduced by 10', and he would have only suffered 2D6 in damage from a 'free fall, and D6 if he had jumped down a hillside.

### Acting (SS)

Attribute: Cha
Penalty for being Untrained: -2

Acting determines your ability to tell convincing lies and to, in a convincing way, play a role. The skill is used to deceive others, but also by religious characters when they participate in High Festivals in temples.

| DD | Example Task |
|---|---|
| 6 | Tell a likely lie |
| 8 | Tell a thinkable lie |
| 16 | Tell an unlikely lie |
| 20 | Tell an unthinkable lie |
| + | Target's Int |
| -1 | Target is Sympathetic[1] |
| -1 | Target is a Fairling |

[1]This only applies if you use Alignments from 'Curses & Gifts'. A 'Sympathetic' target is a character with a sympathetic alignment, i. e. either the Aphroditic, Heraklean, Selenic, Apollonian, Panic, Aresean, Demeteric or Athenic alignment.

Fairlings are hopelessly naïve by nature, so making them believe in your lies is easier – even though some of this is negated by their intelligence modifier.

E. g. a character tries to tell a thinkable lie (DD 8) to a Sympathetic character (DD – 1) with Int +1, and must then test his Acting skill against DD 8 – 1 + 1 = 8.

### Alchemy (SS)

Attribute: Int
Penalty for being Untrained: -5

Alchemy is used to brew and find the effects of potions. To brew a potion a character must first cast a spell or ask for a favour (i. e. a spell cast by a deity), without fumbling, to be able to store the effect in the potion. Each potion can hold 1 dose. When that has been done, the character tests his Alchemy proficiency against a DD depending on the PL of the spell to be stored in the potion. The stronger the potion the harder it is to brew: DD = the Spell PL * 4. It takes D6 hours to gather and purify (in the smoke of a fire) the herbs needed for any potion. Only herbs gathered in white linen clothing (for sorcerers; using a sorcerer's golden sickle) can be used to brew a potion. See **Special to Sorcerers**. The character must gather and purify all the herbs he needs before he can start brewing the potion.

To find the effect of a potion, just by examining it, test Alchemy against a DD equal to 10 + the PL of the spell stored in the potion.

Potions lose their power and turn to vinegar after some time. You can use Alchemy to find out approximately when a potion will lose its power. The DD to do this is 10 + the PL of the spell stored in the potion.

**"Better unlearned and bright, than erudite and foolish."**

| DD | Modifications for Alchemy |
|---|---|
| +0 | Has only a cauldron to brew his potion in |
| -1 | Has an alchemist's laboratory at his disposal |
| -1 | Has at least one assistant with no less than half the character's Alchemy proficiency |
| -3 | The potion will expire after D6 days |
| -1 | The potion will expire after D6 weeks |
| +0 | The potion will expire after D6 months |
| +1 | The potion will expire after D6 years |
| +3 | The potion will expire after D6 decades |
| +5 | The potion will expire after D6 centuries |
| +7 | The potion will expire after D6 millennia |
| +1 | Brew a beneficial/healing potion when the Moon is waning or during a Lunar eclipse |
| -1 | Brew a poisonous/harmful potion when the Moon is new or full |
| +1 | Brew a poisonous/harmful potion when the Moon is waning or during a Lunar eclipse |
| +0 | Has no access to an alchemist's garden |
| -1 | Use a mistletoe in the potion |
| -3 | Use a mistletoe gathered at the Autumnal Equinox in the potion. |
| -3 | Brew a potion at Summer Solstice |

E. g. a character with an Alchemy proficiency of +6 wishes to brew a potion with a PL 4 spell in it (base DD 4 for the spell level * 4 = DD 16). Thankfully, he has a laboratory at his disposal (DD - 1), and a mistletoe (-1 DD). So the DD to brew that potion is 16 – 1 – 1 = 14. He must then roll 8 to achieve a semi-success, and 9-12 to achieve a Success and 13-18 to achieve a Critical Success.

| The number of hours it takes to gather enough herbs | |
|---|---|
| -1 hr | Herb-gatherer has the Eagle's Gaze ability |
| -1 hr | Herb-gatherer has a +1 Perception proficiency |
| -2 hr | Herb-gatherer has between +2 and +5 in Perception proficiency |
| -3 hr | Herb-gatherer has +6 or more in Perception proficiency |
| -4 hr | Has access to an alchemist's garden |
| +0 hr | It's Summer or Spring |
| +1 hr | It's Autumn |
| +5 hr | It's Winter |
| -1 hr | Has access to a stock of dried herbs |

A character can never spend less than 1 hr to gather the herbs he needs for a potion, and if it takes *more than* 6 hours to gather enough herbs for the potion, it means the alchemist was *unable* to find the herbs he needed that day, and the potion brewing was a failure. He can try again the next day.

A stock of dried herbs must be collected in the spring, summer or autumn, and it takes a full day to gather enough herbs for one single potion.

E. g. a character is gathering herbs for a potion during Winter (+5 hr). Thankfully his Perception proficiency is +2 (-2 hr). He casts a D6 and gets a 3. Because 3 + 5 – 2 = 6, he is just able to find enough herbs to brew the potion. Had he cast a 4, he would not have been able to find enough (or the right) herbs to brew the potion that day.

### Climbing (MS)

Attribute: Dex
Penalty for being Untrained: +0

Climbing determines how well your character can climb.

| DD | Example Tasks |
|---|---|
| 4 | Climb a steep staircase, a steep hill or a ladder |
| 8 | Climb a tree with many branches |
| 12 | Climb a tree with a fair amount of branches, or scale a 10' high wall |
| 14 | Climb a tree with few branches, a cliff or a ship's mast |
| 16 | Climb a tree with almost no branches, or scale a 15' high wall |
| 20 | Climb a steep cliff with overhang or a stone surface |
| 24 | Climb a stone surface with overhang |

| DD | Modifications for Climbing |
|---|---|
| +2 | Climbs when it is wet/raining/snowing or snow on the ground |
| -1 | Uses a rope |
| -2 | Uses a rope with knots |
| -1 | Can climb in a corner or narrow space |
| -2 | Is assisted by another person at least of the same size |
| -1 | Is assisted by another person of lesser size |
| +4 | Carries an object in both hands |
| +0 | Both hands are free |
| +1 | Carries an object other than a shield in one hand |
| +2[1] | Carries a shield in one hand |
| +0[1] | Carries a shield attached to the back |
| +1 | Climbs downwards |

[1]This mod comes on top of the normal mod for carrying a shield when using MS.

### Crafts (SS)

Attribute: Int
Penalty for being Untrained: -5

Crafts enables your character to craft new items or repair broken items. When an item is going to be crafted the character needs resources to do so, and the necessary tools (i. e. usually Craftsman's Tools. See **Trade [The Land of Thulê]**). He then tests his skill and checks the result on the Quality table. See also **Ettins (The Creatures & Phenomena of Thulê)** for information on how to prepare ettin stone hearts.

| Result | Quality |
|---|---|
| ≤ 3 | Terrible (-3 mod, real value * 0.25) |
| 4-5 | Poor (-2 mod, real value * 0.5) |
| 6-7 | Below average (-1 mod, real value * 0.75) |
| 8-13 | Average (real value * 1) |
| 14-17 | Above average (+1 mod, real value * 1.5) |
| 18-21 | High (+2 mod, real value * 3) |
| 22-25 | Very High (+3 mod, real value * 6) |
| 26-29 | Exceptional (+4 mod, real value * 10) |
| ≥ 30 | Divine (+5 mod, real value * 20) |

A Sorcerer (and the deities) can enchant items as well. See Fortitude.

Light elves producing items always automatically produce items of light elf quality. Lukan and dark elves producing items always automatically produce items of Lukan/dark elf quality. The mods for this comes in addition to the mods for Quality. See **Item Quality (The Land of Thulê)**.

### Dancing (MS)

Attribute: Dex
Penalty for being Untrained: -2

Dancing is used in ceremonies, but also to impress others. The dancer must dance for D6 minutes to achieve any effect. Dancing to reduce the DD in relation to Social Skills normally only works with individuals of the opposite sex. See Social Skills.

### Dodging (MS)

Attribute: Dex/2. The Dodging proficiency can never be negative, and minimum Dodging is +1.

Dodging makes the character harder to hit with both mêlée and missile weapons in most contexts. The Dodging proficiency is added to the DV unless the character is helpless, riding or surprised, or if the character is fighting where dodging enemy blows would be unlikely (e. g. in a narrow tunnel or balancing on a narrow ledge). See Riding. See **Combat Modifications (Combat Rules)**.

### Flute Playing (SS)

Attribute: Int
Penalty for being Untrained: -5

Flute Playing is used in ceremonies, but also to impress others. The proficiency determines how well your character plays the flute and also how many melodies he knows. One who is able to play beautifully will be able to more easily convince others (with Social Skills) to do as he pleases. The flute player must play for D6 minutes to achieve any effect. Flute Playing can reduce the DD in relation to Social Skills.

### Foraging (SS)

Attribute: Int
Penalty for being Untrained: -2

Foraging is the ability to find food and drinking water ('day rations') in the wilderness, and also the ability to fish. The forager tests Foraging and checks the result on the table (and the myth master should adjust the result depending on location, season and so forth). This process can be repeated every hour. When you find drinking water there is normally no limit to how much water you have access to. Finding drinking water in Thulê is normally very easy. Foraging is possible whilst travelling, but not if riding or travelling in a vessel.

**"Pestilence follows famine."**

| Result | Day Rations |
|---|---|
| ≤ 5 | 0 |
| 5-7 | 0[1] |
| 8-11 | 1[1] |
| 12-13 | D3[1] |
| 14-15 | D6[1] |
| 16-19 | D6 + 1[1] |
| 20-23 | D6 + 2[1] |
| ≥ 24 | D6 + 3[1] |

[1]You also find drinking water.

### Bad Food?

A natural 3 cast whilst testing foraging mean the character found some food that is actually contaminated or – unknown to him – poisonous. Anyone who eats the food must test his Poison Resistance against a poison with PL 3D6.

| Modifications for Foraging | |
|---|---|
| +0 | In a forest |
| +2 | In cultural landscape (that is stealing though... Test Stealth against a random DD in order not to be caught red-handed) |
| +1 | Along the coast, river or in a boat (fishing) |
| -1 | In the mountains[1] |
| -3 | In a bog[2] |
| +0 | Autumn, summer or spring |
| -3[1] | Winter |
| -1 | There is a fog, or it is raining or snowing[1] |
| -2 | Normal eyes during the night |
| -5 | Normal eyes in pitch black darkness |
| -5 | Night vision in pitch black darkness |
| -1 | Ettin eyes in artificial light |
| -2 | Ettin eyes in daylight |

[1]+0 instead if searching for drinking water. +0 instead if fishing.

[2]If you drink bog water, test your Disease Resistance against a disease with PL 3D6.

### Enchanters & Enchantresses

Many Sorcerers learn spells that they rarely cast. Instead they use these spells to enchant items, and then use their Rune Lore to use these items – and save their spells for later. These Sorcerers are often known as Enchanters and Enchantresses.

### Fortitude (SS)

Attribute: Wil
Penalty for being Untrained: +0

Fortitude is the character's spiritual strength, used mainly to resist spells – and by Sorcerers to cast spells as well.

Fortitude can also be used (only!) by Sorcerers (including all the deities) to craft enchanted items. It takes D6 hours to enchant an item and doing so leaves the enchanter exhausted for the duration of the day. When crafting an item he can try to give it sorcerous powers by testing his Fortitude and then checking the result on the table below.

**"Live for today, for tomorrow never comes."**

If enchanting an item with a spell the Sorcerer also has to first successfully cast the spell (i. e. avoid fumbling when he casts the spell). Fumbling when using Fortitude to enchant items is treated as if the enchanter fumbled whilst casting a spell. See **Sorcery**. An item is regarded as enchanted when the Sorcerer achieves a result of at least 20 when he tests Fortitude for this purpose. Enchanted weapons can be used to hurt incorporeal creatures. Each item can only ever be enchanted once.

A spell in an item enchanted with a spell can be cast (using the item) once a day, between Sunrise and Sunrise if the spell is connected to the elements air or fire or between Sunset and Sunset if the spell is connected to the element earth, spirit or water.

To cast a spell by using an item enchanted with a spell, the user must test his Rune Lore against DD 6 + (spell PL * 2). He must do this every time he tries to use the item. A spell cast by the use of an enchanted item is cast with a proficiency equal to the user's proficiency in Rune Lore. No SP are spent when using enchanted items. It takes one round to use such an item.

Items made of aurichalcum are more easily enchanted (giving a +3 mod for Sorcerers trying to enchant such items). Items made of bronze, electrum or gold are more easily enchanted (giving a +1 mod for Sorcerers trying to enchant such items) if the enchantment it is to be given is somehow connected to the element fire (♦). Items made of electrum or silver are more easily enchanted (giving a +1 mod for Sorcerers trying to enchant such items) if the enchantment it is to be given is somehow connected to the element water (♥).

When trying to craft an enchanted item the crafter also tests his Crafts skill normally to determine the physical quality of the item crafted. See Crafts. See **Item Quality (The Land of Thulê)**.

Examples enchantments:

- The mod (e. g. +1) is added as extra electric, physical, cold or heat damage to a weapon.
- The mod is added as either electric, physical, cold or heat toughness to an armour or helmet.
- The mod is added to a skill more or less connected to a particular object, like shoes or cloak and Stealth, tools and Crafts, and so forth.
- A spell can be cast once a day by using the item. See above.

| Result | Enchantment | Real value |
|---|---|---|
| ≤ 19 | None | *1 |
| 20-21 | +1 mod or a spell (max PL 1) | *5 |
| 22-23 | +2 mod or a spell (max PL 2) | *10 |
| 24-25 | +3 mod or a spell (max PL 3) | *20 |
| 26-27 | +4 mod or a spell (max PL 4) | *40 |
| 28-29 | +5 mod or a spell (max PL 5) | *80 |
| 30-31 | +6 mod or a spell (max PL 6) | *160 |
| 32-33 | +7 mod or a spell (max PL 7) | *320 |
| 34-35 | +8 mod or a spell (max PL 8) | *640 |
| 36-37 | +9 mod or a spell (max PL 9) | *1280 |
| ≥38 | +10 mod or a spell (max PL 10) | *2560 |

**Healing (SS)**

Attribute: Int

Penalty for being Untrained: -5

Healing enables you to heal injuries with the help of herbs, bandages, simple surgery *et cetera*, and to stop bleeding, cure illnesses, counteract poison or revive drowned individuals, all with or without the help of sorcery/healing potions. See **Health Points (Combat Rules)**.

A healing potion works just like the spell Heal, only the effect comes from a potion instead of the spell. See the spell Heal.

To heal injuries by means of Healing you test Healing (+any mod for using a healing potion or for the spell Heal) and check the result on the table. Each individual can give Healing once every day to each injured individual, and once to each individual bleeding. If more than one individual is to give Healing to the same individual or bleeding, the one with the lowest Healing proficiency must give Healing first, and to be able to give Healing the second individual (and third, and fourth *et cetera*) must have at least 2 more in Healing proficiency than the one who gave Healing before him had for the Healing to have any positive effect.

Each bleeding must be treated separately and independently of any Healing given to the individual to heal injury.

An individual with very low Healing proficiency risks doing more harm than good when giving Healing.

It is possible for a character to give Healing to himself (except when done to revive a drowned person or if he is helpless or unconscious), but he gets a -1 mod when he does so. It takes 3D6 rounds to give Healing – whether it is given to heal injury, stop bleeding, revive drowned individuals, cure poisons or diseases, and the effect of Healing does not take place until after the 3D6 rounds have passed. If a spell is used in context with Healing the casting time is added to the total.

| Result | HP Healed | Result | Bleeding[1] |
|---|---|---|---|
| ≤ 5 | -2 | ≤ 7 | +1 |
| 6-7 | -1 | 8-11 | +0 |
| 8-11 | +0 | 12-13 | -1 |
| 12-13 | +1 | 14-15 | -2 |
| 14-15 | +2 | ≥ 16 | -3 |
| 16-21 | +4 | | |
| 22-25 | +8 | | |
| 26-31 | +16 | | |
| ≥ 32 | +32 | | |

[1]The result indicates an instant increase in severity (+) or a decrease in severity (-). See **Combat Rules**.

**Moon Phases**

All attempts to test Healing when the Moon is *waning* receive a +1 mod, because the dying Moon helps take away harmful effects. All attempts to test Healing when the Moon is *waxing* receives a -1 mod, because the waxing Moon helps the harmful effects grow stronger.

### Drowning

Healing (and the spell Heal) can be used to revive a drowned individual. DD to succeed in doing so is 10 and +1 for every full minute it takes from the individual drowns until the revival attempt starts. See Swimming.

### Faster Healing

A player who wishes to let his character heal faster than normal can add a -2 modifier for every D6 he wishes to remove from the 3D6 rounds it normally takes to heal a person, to a minimum of D6 rounds.

### Poisons & Diseases

An individual exposed to a poison or a disease must test his poison or disease resistance against a DD equal to the Power Level (PL) of the poison/disease. There is no difference between a "natural" poison/disease and one created by means of sorcery. The CON recovers after the effect of the poison/disease has ended with a speed of 1 every week until back to normal. See **Age (Character Generation & Development)** for more on how the temporary loss of CON can potentially be fatal (and especially so to old characters). Se the spell Restoration.

| Result | Consequence | Damage to CON |
|---|---|---|
| ≥ PL[1] | n/a | 0 |
| 1 < PL[1] | -1[2] | 1 |
| 2 < PL[1] | -2[2] | 2 |
| 3 < PL[1] | -4[2] | 3 |
| 4 < PL[1] | -6[2] | 4 |
| 5 < PL[1] | -10[2] | 5 |
| ≤ 6 < PL[1] | Death | |

[1]The Power Level of the poison/disease.

[2]To all skills and spells.

To find out just how long it takes for the poison/disease to start working the myth master casts a D6.

| D6 | Works after: |
|---|---|
| 1-2 | D6 rounds |
| 3 | D6 minutes |
| 4 | D6 hours |
| 5 | D6 days |
| 6 | D6 weeks |

**Contagious Diseases (Optional Rule 2)**

Those who suffer from a disease suffer from a disease that can easily infect others if they roll 1-3 on a D6. All exposed to the infected individual (and this includes individuals giving Healing to them) must test their disease resistance at the beginning of each 6 hour period they are in contact with the diseased character against the PL of the disease.

Some creatures attack with paralysing poison. See **Poisonous Creatures (The Creatures & Phenomena of Thulê)**.

**"Better go without healing than call for an unskilled healer."**

| Result | Paralysing Poison |
|---|---|
| ≥ PL[1] | n/a |
| 1 < PL[1] | 1 minute of paralysis[2] |
| 2 < PL[1] | 2 minutes of paralysis[2] |
| 3 < PL[1] | 3 minutes of paralysis[2] |
| 4 < PL[1] | 4 minutes of paralysis[2] |
| 5 < PL[1] | 5 minutes of paralysis[2] |
| ≤ 6 < PL[1] | 6 minutes of paralysis[2] |

[1]The Power Level of the poison.

[2]Starts to work D6 + target's Con rounds after poison has been delivered to target.

If an individual suffers from the effects of a poison/disease other than a paralysing poison the myth master must determine for how long this effect will last. The player tests his poison/disease resistance again and checks the result on the poison/disease duration table.

See the spells Resist Disease and Resist Poison.

| Result | Poison/Disease Duration |
|---|---|
| ≤ 5 | 6 months |
| 6-7 | 1 month |
| 8-11 | 1 week |
| 12-13 | 6 days |
| 14-15 | 5 days |
| 16-19 | 4 days |
| 20-23 | 3 days |
| 24-25 | 2 days |
| 26-27 | 1 day |
| ≥ 28 | 6 hours |

It is possible to use Healing to help a poisoned/diseased character. If you cast the spell Neutralise Poison you can add your spell proficiency to Healing when you test Healing to make the poisoned character well again. If you cast the spell Cure Malaria you can add your spell proficiency to Healing when you test Healing to make the diseased character well again.

| Result | Duration[1] |
|---|---|
| ≤ 5 | Increased by 250% |
| 6-7 | Increased by 150% |
| 8-11 | No effect |
| 12-13 | Reduced by 20% |
| 14-15 | Reduced by 40% |
| 16-19 | Reduced by 60% |
| 20-23 | Reduced by 80% |
| ≥ 24 | Reduced by 100%[2] |

[1]The duration of the poison or disease.

[2]This is the only result able to completely and instantly cure a target, even if the effect was to be fatal (but has not yet started working).

| Mod | Healer |
|---|---|
| -2 | The one giving Healing has no bandages[1] |
| +1 | Has an assistant with at least half his proficiency |
| +2 | Uses surgeon's tools[1/2] |
| -1 | Performs Healing on himself |
| -4 | Performs Healing on a child[3] |

[1]Does not apply to cases of drowning, disease or poisoning.

[2]Healer must have at least +5 Healing proficiency to use these tools.

[3]See Life & Death comment below. This applies whether the Healer is using sorcery/asking for favours or not.

### Life & Death

In the world of MYFAROG one would expect that sorcery and the deities would lower the death rates for infants and children, and to some degree they do, but not significantly. The spirits, small and large, weak and powerful, seem to have a very well developed understanding of what is good in the long run, so even though sorcerers and bards aid sick infants and children (i. e. those not yet defined in their society as adults), the healing seems to work less efficiently than on adults. From a purely biological (i. e. natural) point of view, healing those not worthy of life is neither good nor wise, because in the long run their survival will threaten the survival of their entire species by making it weaker and less resistant to the realities of life. Some children are meant to die, for the betterment of their species, race, tribe and family. Nature is neither "good" nor "evil", but it can be very cruel and unforgiving.

The men of Thulê appreciate these facts, and rather than mourn the passing of the weak and effete, they celebrate the survival of the strong. See the high festival Halloween.

### Lyre Playing (SS)

Attribute: Int
Penalty for being Untrained: -5

Lyre Playing is used in ceremonies, but also to impress others. The proficiency determines how well your character plays the lyre and also how many melodies he knows. One who is able to play beautifully will be able to more easily convince others (with Social Skills) to do as he pleases. The lyre player must play for D6 minutes to achieve any effect. Lyre Playing can reduce the DD in relation to Social Skills. See Social Skills.

The lyrist can also sing or recite poems whilst playing the lyre, adding to the effect of his music. See Singing and Poetry.

### Mechanics (SS)

Attribute: Dex
Penalty for being Untrained: -5

Mechanics enables the character to safely disarm (and if the myth master allows also build) mechanical traps, and to pick locks and thus open locked doors fairly silently and without damaging the doors. To pick a lock you must test Mechanics against the DD of the lock. It takes D6 (routine), 2D6 (easy), 3D6 (medium), 4D6 (hard), 5D6 (very hard) or 6D6 (absurd) rounds to pick a lock or disarm a trap (or try and fail). For every full 2 points above DD the player achieves when he tests this skill he saves D6 rounds. It never takes less than D6 rounds to pick a lock/disarm a trap.

| DD | Example Tasks Mechanics |
|---|---|
| 4 | Routine lock/trap |
| 8 | Easy lock/trap |
| 12 | Medium lock/trap |
| 16 | Hard lock/trap |
| 20 | Very hard lock/trap |
| 24 | Absurd lock/trap |

| DD Modifications for Mechanics | |
|---|---|
| +5 | In blindness |
| +2 | Normal eyes in the night |
| +5 | Normal eyes in pitch black darkness |
| +5 | Night vision in pitch black darkness |
| +1 | Ettin eyes in artificial light |
| +2 | Ettin eyes in daylight |
| +/- | Quality mod of lock-picking tools (only for picking locks) |
| +3 | Has no lock-picking tools (only for picking locks) |
| +1 | Freezing temperatures |

E. g. a character with a -3 Mechanics proficiency wants to be able to leave a walled-in garden without anyone hearing or seeing him. If he tries to scale the wall, he will be seen. If he tries to just smash the door open, he will be heard. So he must pick the lock of the door. Luckily for him the door is easy (DD 8) to pick and he has lock picking tools of above average quality (-1 to the DD). He casts 15, which gives him a result 5 points higher than he needed, so not only does he manage to pick the lock, but he does so in only D6 instead of 3D6 rounds.

If a character fails at picking a lock he can (unless he wants to try picking the lock until he succeeds or either breaks his tools or jams the lock) always try to force the door open. Weak doors can be forced open in 3D6 - Str rounds or in 2D6 - Str rounds if using a concussion weapon, and strong doors can be opened in 6D6 - Str rounds (only) by using a metal-headed concussion weapon, or in 1 round if using a metal-headed concussion weapon which has had the spell Hammer cast upon it. See the spell Hammer. You can never force a door open in less than 1 round. Metal doors, strong wooden doors with a metal frame and similar can be forced open in D6 - Str hours (but never less than 1 hour) by using a metal-headed concussion weapon or in 3D6 - Str rounds if using a metal-headed concussion weapon which has had the spell Hammer cast upon it. See the spell Hammer.

Everyone nearby (e. g. indoors somewhere in the same building and outdoor in a forest within 600 feet and in open terrain within 1200 feet) when someone is forcing a door open will probably hear the noise and might understand what is happening.

### Mêlée (CS)

Attribute: Str
Penalty for being Untrained: -2

Gives proficiency with concussion weapons (hammer, club, pick axe, staff sling, spear sling, mace, long and short battle axe, flail, war flail, wand and woodman's axe), spear weapons (sword-scythe, javelin, light javelin, angon, spear, staff, war scythe and trident) and swords & daggers (dagger, lead-weighted dart, sickle-shaped sword, short sword, [long and short] seax, curved short sword, sickle and long sword) as mêlée weapons. Also gives unarmed combat proficiency and proficiency with battle glove as a mêlée weapon. See **Combat Rules**.

If you are using 'The Coming', concussion weapons include short and long warhammer; spear weapons include Dane axe, halberd and pike; swords & daggers include longsword, great sword, rapier and scimitar.

**Missile (CS)**
Attribute: Dex
Penalty for being Untrained: -2

Gives proficiency with bows (composite bow and self-bow), thrown concussion weapons (club, hammer, rocks, throwing axe, short battle axe and non-listed mêlée/improvised weapons), crossbows, lead-weighted darts, slings (sling and staff sling) and thrown spear weapons (javelin, light javelin [with or without the use of a spear sling], angon, spear and trident), as missile weapons. See **Combat Rules**.

If you are using 'The Coming', crossbows include the heavy crossbow.

**Navigation (SS)**
Attribute: Int
Penalty for being Untrained: -2

Navigation is used to successfully get as fast as possible from A to B.

The traveller (or the party's leader or guide) tests Navigation *every rest* (i. e. every 2 hours) travelling to see how his skill affects the average travel speed. If his result is very weak he will spend much time finding back to his route after repeatedly "taking the wrong turn", and will travel much slower, and he might even walk in circles or get lost. If his result is very good he is able to all the time see what route will be the fastest and he will avoid time consuming and often dangerous detours. See **Travel & Survival (The Land of Thulê)** for more travelling.

| Result | Miles per Hour |
|---|---|
| ≤ 2 or natural 3 | (Wrong way)[1] |
| 3-5 or natural 4 | (Walks in circle)[2] |
| 6-7 | -4 |
| 8-9 | -3 |
| 10-11 | -2 |
| 12-13 | -1 |
| 14-15 | +0 |
| 16-19 | +1 |
| 20-23 | +2 |
| ≥ 24 | +3 |

[1]The party travels 1 hour at normal speed in a (randomly chosen) wrong direction before they realise that they have gone the wrong way (if this makes sense in that situation).
[2]The party spends 1 hour travelling when they realise that they are back to where they started (if this makes sense in that situation).

Illumination level influences the travel time as well:

| Illumination mods to travel time | Miles per Hour |
|---|---|
| Night with Full Moon[1] | -1 |
| Night with Waxing/Waning Moon[1] | -2 |
| Night with Lunar ecclipse[1] | -3 |
| Total Darkness[2] | -8 |

[1]Does not apply to characters with Night Vision or Ettin Eyes if they travel alone or in a group where everyone has Night Vision or Ettin Eyes.
[2]Does not apply to characters with Ettin Eyes if they travel alone or in a group where everyone has Ettin Eyes.

| Other mods to travel time | Miles per Hour |
|---|---|
| Ranger or Stalker | +Int[1] |
| For every full 5 individuals in the party | -1[2] |

[1]This mod applies to the Ranger/Stalker himself and to everyone in his company, and only when travelling in marshland, forest or mountainous terrain.
[2]To a maximum of -3.

A party travelling along a coastline, on a road or a path or is following a river, travels every mile at normal (+0 miles per hour) travel time and need (normally) not test Navigation, but the travel time will be modified normally by illumination, fog, snow, mud and the size of the party. See **Travel & Survival (The Land of Thulê)**.

**Perception (SS)**
Attribute: Int

You can only improve your Perception proficiency by improving your Int (or by picking certain Talents).

The Perception skill determines how perceptive your character is, if he sees or understands what is going on around him; if he e. g. sees the trap he is about to walk into, if he discovers secret doors nearby, if he can sense the person sneaking up on him from behind, and so forth. When it comes to finding and following tracks the Tracking skill is used.

Both your travelling speed (see Tempo) and whether you wear a helmet or not influences your ability to perceive what is going on around you.

A character actively looking for something can add a +1 mod for every extra minute spent looking when he tests Perception. A character usually only tests his Perception skill every full minute spent looking for something, unless of course this doesn't make sense in that situation. If a character is looking for another character hiding, he modifies the DD of the character hiding by +1 for every extra minute the character spends looking for him. See Stealth.

**"Cheerful company shortens the journey."**

**"The worst deaf is the one who does not want to hear."**

| DD mod to Perception based on Illumination level | |
|---|---|
| +2 | Normal eyes in the night<br>(or +1 if full moon)<br>(or +2 if new or waning moon)<br>(or +3 if lunar eclipse) |
| +5 | Normal eyes in pitch black darkness |
| +5 | Night vision in pitch black darkness |
| +1 | Ettin eyes in artificial light |
| +2 | Ettin eyes in daylight |
| +1 | Standing in light looking into darkness |

**Poetry (SS)**

Attribute: Int

Penalty for being Untrained: -5

Poetry is used in ceremonies, but also to impress others. For the poetry to have any effect the poet needs to recite poems for D6 minutes. For others to even be willing to listen to the poem recitation, the poet needs to first initiate a conversation, something he does by testing Social Skills against DD 8. Poetry to reduce the DD in relation to Social Skills usually only works in relation to those of the opposite sex. See Social Skills.

**Religious Tradition (SS)**

Attribute: Cha

Penalty for being Untrained: -5

Religious Tradition is a skill needed by Religious characters who want to gain favour with the deities and who want to ask the deities for favours. The higher Religious Tradition proficiency the character has, the more powerful favours he can ask for. Religious Tradition is also used to lead religious ceremonies in the right way. See **Casting Spells & asking for Favours (Sorcery)**.

**Religions Tradition**

Traditional characters can perfectly well pick Religions Tradition as a Trained skill, either as a Cultural Background skill or as they level up. They might not be able to make much use of it, but at least they can more easily blend in and participate in Religious high festivals, if they so wish, and if a Trickster, perhaps they can make other use of this skill too?

**Riding (MS)**

Attribute: Dex

Penalty for being Untrained: -5

Riding determines your ability to stay on the back of your riding animal or in your vehicle and to control it in difficult situations. The moment you face difficulties you need to test your Riding skill. When the rider/driver tests his skill and the consequence is a failure he loses control of his animal and must test his skill again the next round against a random DD and achieve at least success in order to regain control. A second failure or a Critical Failure causes the rider/driver (and his passengers) to fall off his mount/vehicle after D6 rounds of uncontrolled riding/driving. Whether or not the rider/driver (and passengers) is injured by the fall is determined by how high he was above ground when he fell. See Acrobatics. See **Aerial Combat (Combat Rules)**.

A *driver* can not attack whilst driving his vehicle, but can be attacked as if he was a rider – and will lose control of the vehicle if he chooses to attack anyhow (see above). A rider/passenger who attacks from a riding animal/vehicle can attack (and be attacked) normally every round or (*if* he is a Berserk or Warrior, *and* there is room for manoeuvre, *and* he is using a long or very long reaching weapon [*and* if a *passenger* of a vehicle that is a *chariot*]) he can charge every D6 + 1 round (or every 2D6 rounds if in a chariot). See **Charges (Combat Rules)**. When charging, the rider/driver (and passenger) can normally not be attacked in mêlée other than in the round the charge is carried out. A rider/driver (but not passengers) in mêlée must fight without the Dodging mod to his mêlée and missile defence values.

A rider/passenger can shoot or throw missiles if that is possible with the weapon used, with the modifications based on the weapon used. See **Combat Modifications (Combat Rules)**. Any rider/passenger simply riding *directly towards* his target when he attacks with a missile weapon, can add a D4 to the damage of the weapon he is using.

No matter what he wants to do, he must test Riding against DD 8 every round for as long as he is engaged in combat and at least succeed to be allowed to move where he wants to and to attack (or if a driver; to allow his passengers to attack). A rider can never attack more than once every round. The riding animal spends SP when used as a mount in combat as if it was engaged in mêlée. See the skill Stamina. See Chariot in **Trade (The land of Thulê)**.

| DD | Example Tasks (Riding) |
|---|---|
| 6 | Ride on a road/in the air (DD +1 for every two hours travelling. Test skill once per day) |
| 8 | Ride fast on a road/in the air (DD +1 for every two hours travelling. Test skill once per day) |
| 8 | Ride on a path/in a field (DD +1 for every hour travelling. Test skill once per day) |
| 12 | Ride fast on a path/in a field (DD +1 for every hour travelling. Test skill once per day) |
| 12 | Attack from the animal[1] |
| 16 | Control an animal taking damage[2] |
| [3] | Jump an obstacle and land softly[4] |
| +2 | Riding where it's narrow |

[1]Test skill every round.

[2]Test skill every round the riding animal takes damage.

[3]DD = obstacle height in feet * 3.

[4]Test skill every jump.

Two handed mêlée weapons can not be used two-handed by a rider, but must be used one-handed with the normal penalties for using two-handed weapons in one hand. See **Mêlée Weapons & Shields (Combat Rules)**. Two handed missile weapons can be used by a rider, but with restrictions. See **Combat Modifications (Combat Rules)**.

**"A man devoid of religion is like a horse without a bridle."**

**Rune Lore (SS)**
Attribute: Int
Penalty for being Untrained: -5

Rune Lore is the knowledge about sorcery, about secrets, the ability to recognize enchantments and spells, know their effects and what triggers these. Rune Lore lets you understand enchanted items and figure out how to use them. Rune Lore also lets characters carve powerful runes into items: but only one single rune every full Moon night (from sunset to sunrise). The rune carver needs access to a blacksmith to carve runes into metal items. You can carve a maximum of 3 Runes into any single item for effect, and you can only carve a rune into an object somehow related to the power of that object (e. g. a Fêhu rune on a door or chest or the like). Weapons marked with runes are defined as enchanted and can be used against incorporeal trolls and spirits.

If a character can find a professional rune carver, to have him carve runes on an item, the character usually needs to pay for his service (one gold ounce for each rune) and the rune carver will only do so if he is at least friendly towards the character. The DD to carve any rune yourself is 20. Items carved with runes have their real value increased by one gold ounce per rune.

If you have different items with the same runes you *don't* enjoy cumulative effect from these, but will instead enjoy only the strongest mod (whether it is positive or negative). So if you e. g. have a +1 Stealth mod from three different black gems with the same Kauna rune carving you don't enjoy a +3 Stealth mod, but only a +1 Stealth mod. The mod is however cumulative if you have two different items with two different runes with the same effect.

| Rune | Rune Name | Hour | Power |
|---|---|---|---|
| ᚠ | Fêhu (f) | 21-22 | Wealth |
| ᚢ | ÛruR (u) | 22-23 | Health |
| ᚦ | ÞursaR (þ) | 23-24 | Dangerous Sorcery |
| ᚨ | AnsuR (a, å) | 24-01 | Wisdom |
| ᚱ | Raiþô (r) | 01-02 | Strength |
| ᚲ | Kauna (k, c, q, x) | 02-03 | Light in darkness |
| ᚷ | Gebô (g) | 00-04 | Time & Reward |
| ᚹ | Wina (v, w) | 04-05 | Beauty & Steadiness |
| ᚺ | HagalaR (h) | 05-06 | Sea & Transition |
| ᚾ | Nauþi (n) | 06-07 | Need & Death |
| ᛁ | ÎsaR (i) | 07-08 | Cold & Death |
| ᛃ | Jêra (j) | 08-09 | Love & Charm |
| ᛇ | ÎwaR (î, y) | 09-10 | Hunting & Defence |
| ᛈ | Perþi (p) | 10-11 | Travel & Crafts |
| ᛉ | AlgiR (z, -R) | 11-12 | Health, Revenge & Hunting |
| ᛊ | Sôwili (s) | 12-13 | Life & Enlightenment |
| ᛏ | TîwaR (t) | 13-14 | War |
| ᛒ | Berkô (b) | 14-15 | Earth |
| ᛖ | EwaR (e) | 15-16 | Tempo & Horses |
| ᛗ | MannR (m) | 16-17 | Thinking |
| ᛚ | LaguR (l) | 17-18 | Water & Wealth |
| ᛜ | InguR (ng, ing) | 18-19 | Freedom, Health & Love |
| ᛞ | DagaR (d, ð) | 19-20 | Enlightenment & Purification |
| ᛟ | Ôþala (o, ö, ô) | 20-21 | Ôðal-property, Rights & Beauty |

| Rune Name | Effect (turn sign for opposite effect) |
|---|---|
| Fêhu[1] | 1-5 (in a D6) chance for others to overlook your door/window *et cetera*) |
| ÛruR | +1 to Disease & Poison Resistance |
| ÞursaR[2] | -2 mod to die roll when checking for ettin phenomenon during travel in EtunahaimaR |
| AnsuR | +1 Poetry, Rune Lore & World Lore |
| Raiþô[1] | +2 damage for concussion weapon made of aurichalcum or bronze |
| Raiþô[1] | +1 Str for belt buckle made of aurichalcum or bronze |
| Raiþô[1] | +1 Missile OV for thrown concussion weapon made of aurichalcum or bronze |
| Kauna[2] | Negates -1 mod for lacking ability to see in darkness |
| Kauna[1/2] | +1 Stealth |
| Gebô[1] | +1 Initiative & +5 Tempo |
| Wina | +1 Social Skills & +1 mod for Cut/Shock effect for attacks against rune bearer |
| HagalaR | -2 own Fright mod |
| Nauþi | -1 mod for all who gives Healing to rune bearer |
| ÎsaR[1/2] | +1 Heat Toughness & -1 Initiative |
| Jêra | +1 Social Skills |
| ÎwaR[1] | +1 DV for armour or shield |
| ÎwaR[1] | +1 OV (MI) for metal missile weapon |
| Perþi[2] | +1 Crafts for tool |
| Perþi[2] | +1 Navigation |
| AlgiR | +1 Foraging in forest & Tracking |
| AlgiR | +1 Healing |
| Sôwili[1/2] | +1 Cold Toughness, +1 Poetry & Social Skills. +1 mod to die roll when checking for ettin phenomenon during travel in EtunahaimaR |
| TîwaR[1] | +1 OV (MI) for arrow or bolt |
| TîwaR[1] | +1 DV for shield or armour |
| TîwaR[1] | +1 Fortitude for shield, armour, spear weapon or swords & dagger. |
| TîwaR[1] | +1 OV for spear weapon or swords & daggers |
| Berkô[2] | +1 Alchemy |
| EwaR | +5 Tempo & +1 Riding |
| MannR | +1 Rune Lore, Singing & World Lore |
| LaguR | +1 Swimming & Foraging along the shore |
| InguR[2] | 2 hours less needed sleep each day & +1 Social Skills |
| DagaR[1/2] | +1 Fortitude & +1 mod for all who gives Healing to rune bearer. +1 mod to die roll when checking for ettin phenomenon during travel in EtunahaimaR |
| Ôþala | +1 Social Skills for helmet or crown, seat or throne |

[1]The rune carver must carve three such runes on the same object to achieve the effect.
[2]Can not be turned up-side-down for reversed effect.

**"The wand is mightier than the sword."**

### Runes & Sunlight

You don't need to keep a rune away from Sunlight to keep it powerful. The belief that you need this stems from a misunderstanding of what a rune really is. What they said in the historic past was that if a rune (a secret!) is brought out into the daylight (i. e. the public eye) it will lose its force. It had however nothing to do with rune carvings.

### Backfiring Wands?

A Critical Failure when trying to use an item enchanted with a spell might lead to a catastrophic result. Perhaps the spell backfires and affects the wielder of the item instead of the intended target, or even destroys the enchanted item?

### Seamanship (SS)

Attribute: Int
Penalty for being Untrained: -5

Seamanship determines your character's ability to operate boats and ships. The captain (or if the myth master finds it appropriate the crew members of the vessel) needs to test Seamanship in different situations, and when travelling once every day. See Wind Strength in **Weather & Wind (The Land of Thulê)**.

Failure when testing Seamanship results in damage to vessel; it hits a rock and takes in water, something important in the vessel, like a vital rope or even the rudder is broken. A failure when operating a damaged vessel or a Critical Failure results in a shipwreck. See **Travel & Survival (The Land of Thulê)**.

| DD | Example tasks for Seamanship |
|---|---|
| 2 | Row a boat (DD +1 for every two hours travelling. Test skill once per day) |
| 5 | Sail a ship (DD +1 for every two hours travelling. Test skill once per day) |
| 6 | Moor a vessel |

| DD modifications for Seamanship | |
|---|---|
| +0 | Calm |
| +1 | Moderate breeze |
| +2 | Fresh or strong breeze, moderate or strong gale |
| +3 | Whole gale or storm |
| +4 | Hurricane |
| +1 | For each missing crew member (ships with big crews can suffer more from this than ships with small crews ) |
| +2 | Damaged vessel |
| +1 | Freezing temperatures |
| +0 | Row or sail on a lake |
| +1 | Row or sail on the sea |
| +2 | Row or sail in a river |

### Singing (SS)

Attribute: Int
Penalty for being Untrained: -5

Singing is used in ceremonies, but also to impress others. The proficiency determines how well your character sings and also how many songs he knows. One who is able to sing beautifully will be able to more easily convince others (with Social Skills) to do as he pleases. The singer must sing in D6 minutes to achieve any effect. A singer can also play the lyre whilst singing for added effect. See Lyre Playing. See Social Skills.

### Social Skills (SS)

Attribute: Cha
Penalty for being Untrained: -2

Social Skills determines how well your character can bargain and how he relates to others in social contexts. See **Trade** and **Random Encounters (The Land of Thulê)** for more on how to bargain and how to establish a relationship to others respectively. Characters can not use Social Skills in relation to individuals who are hostile.

| DD | The target is |
|---|---|
| -5 | Affectionate |
| -3 | Friendly |
| -1 | Welcoming |
| +0 | Neutral |
| +2 | Suspicious |
| n/a | Hostile |

| DD | Other factors |
|---|---|
| -D6 | Gifts/bribes[1] |
| -D6 | Threats or other means of pressure[1] |
| +X | Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore. |

[1]Failure when using bribes, threats or other pressure worsens the NPC's relationship to the character by one degree. Critical Failure worsens the NPC's relationship to the character by two degrees. If the relationship to the character turns to hostile this might be very serious to the character and he risks being attacked.

| Result | X[1] |
|---|---|
| ≤ 4 | +4 DD |
| 5-7 | +2 DD |
| 8-11 | +0 DD |
| 12-13 | -1 DD |
| 14-15 | -2 DD |
| 16-19 | -3 DD |
| 20-23 | -4 DD |
| ≥ 24 | -5 DD |

[1]Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore. DD modifications are cumulative if more than one skill is used. See Poetry.

For the target to understand what you say you normally need to speak a language known by the target, but when you use Social Skills you can establish a friendly relation to others using body language, sign language and other forms of communication as well. So language skills don't always need to matter much.

**"A beaten track is a safe one."**

| DD | Example Tasks for Social Skills |
|---|---|
| 8 | Start a conversation in order to use skills such as Dancing, Flute Playing, Lyre Playing, Poetry, Singing or World Lore |
| 6 | Convince a person to tell you directions |
| 12 | Convince a person to guide you to the location you want directions to |
| 6 + # | Convince a person living outside of a town or stead to show you hospitality for one night. The number (#) of party members influences the DD. |
| 16 + # | Convince a person living in a town or stead to show you hospitality for one night. The number (#) of party members influences the DD. (It is more normal to sleep in a temple's dormitory in towns and steads.) |
| 4 | Convince a merchant to trade with you in the morning (after 06:00, during the day or in the evening (before 18:00) |
| 8 | Convince a merchant to trade with you in the evening (after 18:00) |
| 14 | Convince a merchant to trade with you in the night or in the morning (before 06:00) |
| 16 | Convince a person to treat you with food and drink |
| 24 | Convince a person to reveal a secret he has sworn not to reveal to anyone |
| 30 | Convince a king to not let your crimes have any consequence for you |

When given hospitality, a Success lets the party sleep in the barn. A Critical Success allows the party to sleep inside the house, and attend all meals free of charge.

**"Everyone's friend is faithful to no one."**

**Stamina (SS)**

Attribute: 8 + Con
Penalty for being Untrained: +0

Stamina determines for how long a character can perform fatiguing activities. The number of Stamina Points (SP) you have is equal to your proficiency in Stamina. You become Tired when you have spent SP * 1, Weary when you have spent SP * 2, Exhausted when you have spent SP * 3 and you fall Unconscious when you have spent SP * 4.

If you, because of cold weather (see **Weather & Wind [The Land of Thulê]**), because you are drained (see **Ettins** and **Trolls [The Creatures & Phenomena of Thulê]**), or because you lack food, drink or rest (see **Travel & Survival [The Land of Thulê]**), spend more than SP * 4, you will die when you have spent SP * 5. You regain 1 spent SP every 6 - Con *rounds* you rest, but never faster than 1 every round.

You regain only 1 spent SP every 6 - Con *hours* if you are fatigued *because you lack food, drink or rest*, but never faster than 1 every hour. Also, if you lack food, drink or rest you can never reduce your level of fatigue. I. e. you will remain Exhausted, Weary or Tired, and can never regain lost SP beyond your own level of fatigue.

E. g. if you are Tired whilst lacking food, drink or rest, and you spend enough SP to become Weary instead, then you will remain Weary, until you have eaten, drunk or rested.

See **Resting (The Land of Thulê)**

SP are spent at the beginning of each fatiguing activity performed, and are spent even if the character stops performing this activity in order to do something else instead – unless he changes into doing something *less tiring* and also something that will take *less time* than he would have spent if he was to finish his more tiring activity instead.

**Duels in Thulê**

It is not uncommon in Thulê for men who duel to allow the opponent to rest and catch his breath if he becomes too tired to carry on fighting. This is especially common if one of the combatants is significantly older than the other. It is often better to lose a duel than to win it by hitting a man with lowered guard.

When a character is Tired and wants to continue a fatiguing activity, he needs to first test his Wil against DD 6 and at least achieve a Success to be able to do so. When a character is Weary and wants to continue a fatiguing activity, he needs to first test his Wil against DD 8 and at least achieve a Success to be able to do so. When a character is Exhausted and wants to continue a fatiguing activity, he needs to first test his Wil against DD 12 and at least achieve a Success to be able to do so. If he is Tired and keep spending SP he will eventually become Weary. If he is Weary and keep spending SP he will eventually become Exhausted. If he is Exhausted and keep spending SP he will eventually fall Unconscious. If he fails to continue a fatiguing activity he must instead rest for at least one round. If forced to rest when engaged in mêlée he lowers his guard; he gains only half any shield DV mod, he can not attack and is regarded as Unarmed (even if he carries a shield!) until he Succeeds the Wil test (against DD 6, 8 or 12. See above). See **Lowered Guard (Combat Skills)**.

Four- (or more) legged creatures can sneak, walk, jog, run, sprint and dash twice as long as listed in the table for the spent SP.

See **Travel & Survival (The Land of Thulê)** for how Stamina works when travelling.

**"The burden of someone else is always light."**

| Activity | Spent SP |
|---|---|
| Carry out a Charge | 2 |
| Cast a Spell | Spell PL[1] |
| Climb | 1 every 2 rounds |
| Crawl | 1 every 2 rounds |
| Dance | 1 every minute |
| Dash | 5 every round |
| Drive carriage | 1 every hour |
| Enchant an item | Stamina * 2 |
| Engaged in mêlée | 1 every round[2] |
| Fly at full speed | 1 every 4 minutes |
| Fly fast | 1 every 10 minutes |
| Fly slow | 1 every hour |
| Fly very fast | 1 every 5 minutes |
| Fly very slow | 1 every 20 minutes |
| Hold your breath | 2 every round[3] |
| Jog | 1 every 5 minutes |
| Carry heavy object | 4 every round |
| Ride (any creature) | 1 every hour |
| Ride (any creature) fast | 1 every half hour |
| Row a boat | 1 every 15 minutes |
| Run | 1 every minute |
| Sail a ship | 1 every hour |
| Shoot/throw missile | 1 every minute |
| Sneak and/or Track | 1 every half hour |
| Sprint | 1 every round |
| Swim | 1 every 2 minutes |
| Swim fast | 1 every 2 rounds |
| Swim slowly | 1 every 15 minutes |
| Tactical advance/ offensive fighting | 2 every round |
| Tactical retreat/ defensive fighting | 1 every 2 rounds |
| Walk | 1 every half hour |

[1]The time spent to cast the spell does not matter in this context. Elf-borns only spend ½ spell PL(rounded up) SP when casting spells. Wood Elves only spend ¼ spell PL (rounded up) when casting spells.

[2]This also applies to mounted fighters, but SP is for them spent for mêlée instead of for riding. See also tactical advance and tactical retreat in this table.

[3]A character automatically recovers all the SP spent for holding his breath after 2 rounds of normal breathing.

| Condition (all Skills) | Mod | Other Restrictions[1] |
|---|---|---|
| Tired | -1 | Can not Dash |
| Weary | -2 | Can not Sprint |
| Exhausted | -3 | Can not Fly, Run or Jog |
| Unconscious | n/a | Can not do anything |

[1]Effect are cumulative.

**Stealth (MS)**

Attribute: Dex

Penalty for being Untrained: +0

Stealth gives your character a chance to sneak undetected past others or to hide from them. If your character sneaks, you test his skill each round (and he moves as much as his Tempo allows each round. See Tempo) and if your character hides, you test his skill each minute (i. e. every 12 rounds), as long as he remains in sight of any observers he may try to hide from. You also test his skill every time the conditions for hiding change. If a character hiding starts to move, he is instead sneaking and must test his skill every round instead.

Characters travelling can use Stealth to avoid contact with other creatures, or to improve their chances to spot encountered creatures before they spot the characters. See **Random Encounters (The Land of Thulê)**.

| DD | Example Tasks for Stealth |
|---|---|
| 8 | Hide in a very suitable location (e. g. brushwood, under a bed, in a wardrobe) |
| 12 | Hide in a suitable location (e. g. shrubberies, behind a curtain) |
| 16 | Hide in an unsuitable location (e. g. a field, under a large dining table) |
| 20 | Hide in a very unsuitable location (e. g. open ground, unfurnished room) |
| -2 | Hide in darkness and observer has ordinary eyes |
| -5 | Hide in pitch black darkness and the observer has ordinary eyes/Night Vision |
| -1 | Hide in artificial light and the observer has Ettin Eyes |
| -2 | Hide in daylight and the observer has Ettin Eyes |
| -1 | For every 30' away from nearest observer[1] |
| +0 | Is less than 30' from nearest observer[1] |
| +X[2] | Listener/observer is moving |
| -1 | Listener/observer is lax |
| +1 | Listener/observer is on guard |
| +2 | Listener/observer knows you are there |
| + | Listener/observer's Perception proficiency |
| 14 | Sneak on hard soil, over a lawn, on cobblestone or other stone surface[3] |
| 18 | Sneak on creaking wooden floor[3] |
| -1 | Sneak near running water[3]<br>(or +0 near a creek or a deep river)<br>(or -1 near a shallow river)<br>(or -2 near a small waterfall)<br>(or -3 near a large waterfall) |
| 15 | Sneak on forest floor[3] |
| -4 | Sneak in relation to a specific individual or group in a busy street[3] |
| -1 | Sneak when it is raining[3]<br>(or +0 in light rain)<br>(or -1 in normal rain)<br>(or -2 in heavy rain) |
| -1 | Sneak on a noisy battlefield[3] |
| -3 | Sneak when all listeners are sleeping[3] |
| -1 | For every 30' away from nearest listener (when Sneaking)[3] |
| +0 | Sneaking less than 30' from nearest listener[3] |
| + | Sneaking/hiding character's size mod |
| +1 | Wear clothes in unsuitable colours (e. g. blue or dark blue in a forest) |
| +2 | Wear clothes in very unsuitable colours (e. g. pink, red, white or yellow in a forest) |
| +4 | Wear clothes in extremely unsuitable colours (e. g. blue, red or yellow in the snow) |
| +0 | Wear clothes in suitable colours (e. g. black, brown, grey or green in a forest) |

| | |
|---|---|
| -1 | Wear a cloak (changing the silhouette) |
| +1 | Shoot or throw something at the listener |
| [4] | There is more than one observer/listener |
| -4/-1 | Make no sound whilst sneaking/hiding. See the spell Silence. |
| +3 | Shoot or throw something at the observer |

[1]If the character is in observer's field of vision

[2]See Tempo.

[3]Moves in sneaking tempo. See Tempo and Stamina.

[4]For every observer more than 1 the DD is modified by +1 to a maximum of +4. Only characters likely to alert the main observer are to be taken into account.

**"Nowhere are there more hiding places than in the heart."**

### Swimming (MS)

Attribute: Con

Penalty for being Untrained: -5

Swimming enables your character to swim and avoid drowning in difficult situations. When your character is swimming under optimal conditions (i. e. no wind and no current) you need to test your character's skill every minute (i. e. every 12 rounds) against a DD of 8 to avoid swallowing too much water or even drown. If you succeed your character manages to swim a distance in feet equal to 10 + his proficiency in Swimming (every round), but never less than 5'. If he swims slowly you can divide this distance by 2. If he swims fast you can multiply this distance by 1.5.

The first time you achieve a Failure when you test your character's Swimming he swallows water and gets a -1 mod to Swimming from then on and until he is on dry land or safe in a vessel. If you fail again he gets a -2 mod. The third time you fail he drowns. See Healing. A Critical Failure leads to a -2 mod right away, or if the character already has swallowed water, to drowning. A Critical Success removes a -1 mod, or reduces a -2 mod to a -1 mod.

There is no difference between swimming normally or swimming under water, save in the fact that those who swim under water also needs to hold their breath while they do so. See Stamina.

**"Swimming is easy if someone holds your head above water."**

| DD | Swimming |
|---|---|
| 8 | Avoid swallowing too much water (and be allowed to attack whilst Swimming. See Stance & Movement under **Combat Modifications [Combat Rules]**) |

| DD Modifications for Swimming | |
|---|---|
| -1 | Swim slowly |
| +1 | Swim fast |
| +0 | Wear normal clothing |
| +3[1] | Use a shield |
| +1[1] | Has a shield attached to the back |
| +0 | Calm |
| +1 | Moderate breeze[2] |
| +2 | Fresh or strong breeze, moderate or strong gale[2] |
| +3 | Whole gale or storm[2] |
| +4 | Hurricane[2] |
| +1 | Swim in a river/slow current |
| +3 | Swim in a fast river/fast current |
| +6 | Swim in a maelstrom |
| +2 | Swim in freezing water[3] |

[1]This comes in addition to the ordinary modification to MS for using a shield.

[2]In the sea. No mod in lakes or rivers.

[3]You lose 4 (minus Cold Toughness) SP each round if you try to swim in freezing water. You will in other words quickly pass out from hypothermia and drown (unless helped). See **Toughness & Damage (Combat Rules)**.

### Tempo (MS)

Attribute: n/a. For player characters base Tempo is always 40, and is only sometimes modified by Str * 5.

You can not improve your Tempo proficiency through experience. See the spell Seven-Miles-Boots.

Tempo determines how fast your character can move. The base distance (in feet) your character can walk on a level field in one round (5 seconds) is equal to Tempo proficiency. See footnote 3 below.

See Stamina for information about for how long a character can perform an action in different tempos.

See **Armour (Combat Rules)**.

| Action | Speed[1] | Mod[2] |
|---|---|---|
| Crawl | Tempo / 4 | -1 mod |
| Climb | Tempo / 4 | -1 mod |
| Sneak and Track | Tempo / 3 | +0 mod |
| Carry heavy object | Tempo / 2 | -2 mod |
| Sneak | Tempo / 2 | -1 mod |
| Track | Tempo / 2 | +0 mod |
| Walk/fly very slow | Tempo[3] | -1 mod |
| Jog/fly slow | Tempo * 1.5[3] | -2 mod |
| Run/fly fast | Tempo * 2[3] | -3 mod |
| Sprint/fly very fast | Tempo * 3[3] | -4 mod |
| Dash/fly at full speed | Tempo * 4[3] | -6 mod |

[1]Always round up to nearest whole 5.

[2]Mod to Perception. See Tracking and Stealth.

[3]Add Str * 5 to the result for player characters. E. g. a character with +2 Str (and the standard Tempo proficiency of 40) can climb (Tempo / 4 =) 10' in one round, jog (40 *1.5 + [2 * 5] =) 70' in one round and sprint (40 * 3 + [2 * 5] =) 130' in one round.

**"What is the use of running when we are not on the right track?"**

| Action | Check for Fall |
|---|---|
| Run | Test Acrobatics against DD 4 at the start of every minute running |
| Sprint | Test Acrobatics against DD 6 every round sprinting |
| Dash | Test Acrobatics against DD 8 every round dashing |

All MS mods to Tempo from encumbrance, *from carrying shields, from wearing armour* and *the character's condition* are multiplied by 2.5, and the result rounded up to nearest whole 5.

**Tracking (SS)**
Attribute: Int
Penalty for being Untrained: -2

Tracking determines your character's ability to find and follow tracks left by others. See the spells Ghost Feet and Heat Signature.

Tracking is tested every rest (i. e. every 2 hours) when a character follows tracks he has found and every time a character comes across tracks (to see if he spots them).

Characters travelling can use Tracking to increase the chance for contact with other creatures. See **Random Encounters (The Land of Thulê)**.

Success when testing Tracking to follow tracks means the tracker can move for two hours following the tracks before he needs to test his Tracking skill again.

To determine exactly how much information the tracker is able to gather when he finds tracks use the tracking table below.

One who is not looking for tracks can still test the tracking skill when coming across tracks (unless he is riding or flying), but the DD should then be modified depending on his mode of travel. See Tempo.

| Tracking + 3D6 | Consequence |
|---|---|
| 5 ≤ DD | Critical Failure. E. g. he finds other or false tracks or leads, sending him in the wrong direction |
| 1-5 < DD | Failure. Finds no tracks |
| = DD | Semi-Success. Finds the tracks |
| 1 to 2 > DD | Success. Can also tell what type of creature left the tracks |
| 3 to 4 > DD | Success. Can also tell the number of creatures leaving tracks |
| ≥ 5 > DD | Critical Success. Can also accurately tell the age of the tracks |

See Tempo. See **Armour (Combat Rules)**. See **Advanced Tracking (The Land of Thulê)**.

**"Go often to the house of thy friend, for weeds soon choke up the unused path."**

| DD[1] | Tracking |
|---|---|
| 4 | In snow or sand |
| 6 | In a meadow |
| 12 | In the forest |
| 16 | Along a trail |
| 20 | Along a road |
| 14 | Find where someone has left the trail/road |
| 30 | In a cobblestone street/road |

[1]-1 DD for every additional 4 individuals leaving tracks, to a maximum of -4.

| DD Modifications to Tracking | |
|---|---|
| -1 | Fresh tracks (less than two hours old) |
| +0 | Tracks less than one day old |
| [1] | Old tracks |
| -1 | It rained the day before the tracks were made |
| [2] | It has rained after the tracks where made |
| +2 | In darkness and the tracker has ordinary eyes |
| +5 | In pitch black darkness and the tracker has ordinary eyes or Night Vision |
| +1 | In artificial light and the tracker has Ettin Eyes |
| +2 | In daylight and the tracker has Ettin Eyes |
| +1 | In rain and fog |
| + | Mod for the size of the largest tracked creature |
| -2 | At least one of the tracked creatures is bleeding |

[1]+1 DD for each day since the tracks were made.
[2]An additional +1 DD for each rainy day since the tracks were made. See Footnote 1.

**Trickery (SS)**
Attribute: Dex
Penalty for being Untrained: -2

Trickery can enable your character to undetected steal items from unsuspecting individuals, or to make objects disappear in front of their eyes or perform other magic tricks. Base DD should be the same as the target's Perception.

| DD | Modifications for Trickery |
|---|---|
| +8 | Make a nut disappear |
| +8 | Steal a pouch from a belt (using e. g. a dagger or seax) |
| +14 | Steal a pouch from a belt (without using e. g. a dagger or seax) |
| +12 | Steal a small object from a person |
| +14 | Steal a large object from a person |
| +18 | Steal a necklace from someone's neck |
| +30 | Steal a ring from a finger |
| -2 | Trick a person with normal eyes in darkness |
| -5 | Trick a person with normal eyes or Night Vision in pitch black darkness |
| -1 | Trick a person with Ettin Eyes in artificial light |
| -2 | Trick a person with Ettin Eyes in daylight |
| -2 | Trick an unaware person (after successfully sneaking up on him) |
| -2 | Trick an intoxicated person |
| -3 | Trick a sleeping person |

**World Lore (SS)**
Attribute: Int
Penalty for being Untrained: -5

World Lore is the knowledge about the fauna, flora, lands and peoples in the world (geography), knowledge about nobles and their symbols (heraldry), knowledge about the past and myths (history), mathematics and philosophy. World lore can be used for your character to gain more hints and leads from the myth master when playing and to impress NPCs. To impress NPCs your character first needs to start a conversation, something he does by testing Social Skills against DD 8, and then talk to them for D6 * D6 minutes. See Social Skills.

**Weapon Damage**

Weapon damage in MYFAROG is based firstly on the assumption that each weapon inflicts much or little damage to a target hit by it based on the weight and design of the weapon itself, and secondly on the assumption that if you hit well enough it doesn't really matter that much what weapon you wield, the target will suffer great injury anyway.

When you attack you don't just attack with a weapon; you attack with everything at hand, and your main weapon is just your *main* weapon. It does not mean you only use that weapon when you attack. So if you hit well and because of that inflict extra damage it might just as well be because you not just hit well with your (main!) weapon, but also e. g. manage to bash your opponent with your shield boss, give him an elbow in his face or perhaps hand him a proper kick in the knee as well.

When you cause a Cut or Shock effect (see **To Hit & Damage Resolution** in **Combat Rules**) you have to keep the above in mind, and the weapon-based modification of the result in this context is just because you are more or less likely to cause a Cut or Shock effect depending on which weapon you wield as a main weapon. You can perfectly well knock your opponent out in mêlée even when you wield a short sword or a dagger (you can hit him with the pommel!), just like you can perfectly well give him a bleeding wound when attacking him with a club or staff (ripping his skin open). You are just more or less likely to do so depending on the weapon you wield.

**"A learned man has always wealth in himself."**

**"A wise companion is half the journey."**

Hâvamâl, stanza 76

**"Deyr fê**
**deyja frændr,**
**deyr sjâlfr it sama;**
**ek veit einn,**
**at aldregi deyr:**
**hveim er sêr gôðan getr."**

(Cattle die,
friends die,
you die the same way yourself;
but I know one thing
that never dies:
an honourable reputation.)

Hâvamâl, stanza 77

**"Deyr fê**
**deyja frændr,**
**deyr sjâlfr it sama;**
**ek veit einn,**
**at aldregi deyr:**
**dômr um dauðan hvern."**

(Cattle die,
friends die,
you die the same way yourself;
but I know one thing
that never dies:
the decision of every man's death.)

# Combat Rules

## The Combat Mechanics

A mêlée (MÊ) is a situation where two or more creatures engage each other in close combat, standing about 5' (and less than 10') away from each other, and try to injure each other with mêlée weapons (or by fighting unarmed). When someone tries to injure another by means of missile weapons, such as crossbows, bows, slings or thrown weapons, it is instead defined as missile (MI) combat. One can use missile weapons too in a mêlée, but with a penalty. See **Combat Modifications**.

Combat Skills are not tested against a DD, but against the enemy's defence value (DV). All characters have an offensive value (OV) and a defensive value (DV) in relation to MÊ and MI. The DV can never go below +0 no matter what modifications otherwise state.

| Offensive Value (OV) for Mêlée |
|---|
| + mêlée skill proficiency |
| + encumbrance mod (if carrying a medium or heavy load) |
| + fatigue mod (if tired, weary or exhausted) |
| + weapon mod (if any) |
| + 1 if carrying a shield or one weapon in each hand |
| + other mêlée mods (see **Combat Modifications**) |

| Defensive Value (DV) for Mêlée |
|---|
| + 10 |
| + mêlée skill proficiency |
| + shield mod (if using a shield) |
| + encumbrance mod (if carrying a medium or heavy load) |
| + fatigue mod (if tired, weary or exhausted) |
| + weapon mod (if any) |
| + other mêlée mods (see **Combat Modifications**) |

| Offensive Value (OV) for Missile |
|---|
| + missile skill proficiency |
| + encumbrance mod (if carrying a medium or heavy load and using a thrown weapon or a sling/staff sling) |
| + fatigue mod (if tired, weary or exhausted) |
| + helmet mod (if wearing a helmet) |
| + weapon mod (if any) |
| + other missile mods (see **Combat Modifications**) |

| Defensive Value (DV) against Missile |
|---|
| + 10 |
| + shield mod (if using a shield) |
| - (size / 2) (see **To Hit & Damage Resolution**) |
| + other missile mods (see **Combat Modifications**) |

## Dodging

The **Dodging** proficiency of the target is added to the DV (MÊ & MI), but only if the target is aware of the shooter/thrower and is in a position where he is able to perform evasive manoeuvres. See the skill Riding. See optional rule 4 (page 38) and **Combat Modifications**.

## Lowered Guard

If moving any faster than in walking (or if Berserk or Warrior jogging) tempo, or if forced to rest when engaged in mêlée, you lower your guard; you gain only half any shield DV mod, you can not attack in mêlée (but you can attack with a missile weapon if the guard is lowered only because you are moving fast!) and are regarded as Unarmed (even if you carry a shield). See **Charges**, **Combat Modifications**, **Formations** and the skill Stamina.

## To Hit & Damage Resolution

The result of an attack can vary. Sometimes you miss your target, other times you hit but inflict very little damage to your target. You can also hit your target so well that one hit is enough to slay your opponent, almost no matter how tough he is.

| OV (+3D6) | Consequence (damage to target[1]) |
|---|---|
| < DV | Miss (no damage) |
| = DV | Near miss (damage /2) |
| 1-2 > DV | Hit (damage) |
| 3-4 > DV | Rather good hit (damage +1) |
| 5-6 > DV | Good hit (damage +2) |
| 7 > DV | Very good hit (damage +4) |
| 8 > DV | Excellent hit (damage +6) |
| 9 > DV | Exceptional hit (damage +8) |
| ≥ 10 > DV | Perfect hit (damage +10) |
| Natural 3-4 | Fumble (see **Fumbling**) |
| Natural 17 | At worst a near miss (damage / 2) |
| Natural 18 | At worst a hit (damage) |

[1]Damage = weapon damage. See **Mêlée Weapons & Shields** and **Missile Weapons**. Add any mod to damage directly to weapon damage. E. g. a dagger with damage D5 inflicts D5 + 1 instead if the attacker achieves a rather good hit (weapon damage + 1). Damage mod / 2 if the weapon used is a Spear sling, a Staff sling or Unarmed, and only damage mod / 4 if the weapon used is a Wand.

If the target loses ≥ 1 HP in the attack, cast 3D6 twice, one for Cut and one for Shock effect.

| 3D6 + Mods | Cut Effect[1] |
|---|---|
| ≥ 10 | No effect |
| 6 to 9 | Light Bleeding (1 HP lost every 10 minutes, for 60 minutes) |
| 3 to 5 | Medium Bleeding (1 HP lost every minute for 6 minutes. After that it turns into a Light Bleeding) |
| 0 to 2 | Serious Bleeding (1 HP lost every round for 6 rounds. After that it turns into a Medium Bleeding) |
| ≤ -1 | Cast a D12: Instant Death if result is > target's size. Otherwise it's a Serious Bleeding. |

[1]The bleeding causes loss of HP at the end of the listed time period, until the bleeding stops by itself or until stopped by Healing.

| Mods for Cut Effect |
|---|
| - the number of HP *lost* by target / 2 (rounded down) |
| + the Cut effect of the weapon used |

**"Do not cry before you are hurt."**

**"It is easier to hurt than to heal."**

| 3D6 + Mods | Shock Effect |
|---|---|
| ≥ 10 | No effect |
| 6 to 9 | Stun (can not attack and gets a -2DV [MÊ] mod for one round[1]) |
| 3 to 5 | Knock-down (can not attack and gets a -4 DV [MÊ] mod and a +1 DV [MI] mod for one round[2/3]) |
| 0 to 2 | Knock-out (is out for 3D6 rounds, and is then Stunned for D6 rounds)[3] |
| ≤ -1 | Instant Death |

[1]He loses his next action if he has not yet done anything this round and is stunned the rest of the round and the next round.

[2]He loses his next action if he has not yet done anything this round and is knocked down the rest of this round and the next round. A character can if he chooses to remain prone or he can spend a round getting up. See **Combat Modifications.**

[3]Check for fall injury. See the skill Acrobatics.

| Mods for Shock Effect |
|---|
| - the number of HP *lost* by target / 2 (rounded down) |
| + the Shock effect of the weapon used |
| + the size of the target |

A target with a bleeding wound who gets another bleeding wound does not increase the degree of bleeding by one level, but instead gets another bleeding wound. Each bleeding must be stopped separately. See the skill Healing.

See the spell Totem Animal for information on when not all these rules apply.

It is normally only possible for one single individual to engage up to 8 other individuals in a mêlée at the same time; one in North West, one in North, one in North East, one in East, one in South East, one in South, one in South West and one in West. If more enemies are present the rest will have to wait for an opportunity to attack their outnumbered foe.

Colossal creatures take up more space than others do, so the myth master can adjust the number above based on that knowledge, meaning that e. g. as much as 16 or 24 or even 32 human characters can at the same time engage one single colossal creature.

Warriors and Berserks in the second line of a column or square formation who use very long-reaching weapons can also attack their enemies over the shoulders of their allies standing in front of them (but they must do so with a -3 mod to OV). See **Initiative** and **Formations.**

Line of sight between two creatures is determined by common sense and is ultimately decided by the myth master.

Two creatures moving 10' or more away from each other must spend time (a round or more) to engage in mêlée again.

**«We are more than the sum of our knowledge. We are products of our imagination.»**

| Description | Creature's Weight (lbs) | Size |
|---|---|---|
| Tiny | 1-5 | -10 |
| | 6-10 | -9 |
| | 11-20 | -8 |
| | 21-30 | -7 |
| | 31-45 | -6 |
| | 46-60 | -5 |
| Very Small | 61-75 | -4 |
| | 76-95 | -3 |
| Small | 96-115 | -2 |
| Below Average | 116-135 | -1 |
| Medium | 136-165 | -0 |
| Above Average | 166-205 | +1 |
| Large | 206-255 | +2 |
| Very Large | 256-320 | +3 |
| | 321-400 | +4 |
| Colossal | 401-500 | +5 |
| | 501-650 | +6 |
| | 651-850 | +7 |
| | 851-1100 | +8 |
| | 1101-1400 | +9 |
| | ≥ 1401 | +10 |

## Health Points

To determine the physical condition of creatures (including player characters) MYFAROG uses an abstract system of 'health points' (HP). The more HP a creature has, the more physical punishment it can take before it dies.

For player characters, HP is the same as their CON + Str + size. Also, Warriors and Berserks gain +2 HP for every experience level, and characters with any other character role gain + 1 HP for every experience level.

When a creature loses ½ of its HP it is defined as being seriously injured, suffers from a -1 mod to all skills, and can not dash or sprint. When a creature loses ¾ of its HP it is defined as being severely injured, suffers from a -3 mod to all skills, and can not fly, run or sneak either. See Condition & Encumbrance under **Combat Modifications.** When a creature loses all its HP it dies.

Player characters regain 1 + Con (and other creatures regain 1 + size) HP every day they rest, but never less than 1 HP and not if they suffer from a lack of food or drink, in which case they will not heal anything by resting. An injured character can also regain lost HP by receiving Healing. See the skill Healing.

## Toughness & Damage

There are four types of damage in MYFAROG: cold, electricity, heat and physical. Armour provides protection against physical damage, and some types of armour a little bit against other types of damage too. However, some creatures have a special toughness in relation to certain types of damage, and this toughness works just like an armour's AV (see **Armour**); it absorbs damage taken. E. g. a creature with Cold Toughness of +2 taking 5 HP in Cold Damage, will only suffer (5 – 2 =) 3 HP in damage.

Player characters can gain toughness because of their race, or if they pick certain Talents. See **Talents (Character Generation & Development)**. They can also some times gain Toughness from sorcery, or – in relation to cold weather – simply by putting on warm clothes. See **Trade (The land of Thulê)**.

If a character has a negative toughness mod (e. g. -1), he will take extra damage equal to the negative number when suffering such damage.

Unless specifically stated otherwise, damage in the rules of MYFAROG means physical damage. E. g. "D6 damage" means "D6 physical damage".

## Resistance

Disease and poison resistance is modified by racial modifications and Con, and poison resistance by the size of the target as well, and is tested against the PL of the disease/poison. See the skill Healing.

## The Round

When combat occurs everyone involved must:

1. Check morale (page 42)
When the encounter starts, or if the character has taken damage the round before.

2. Declare actions
E. g. move[1], form formation, attack with mêlée or missile weapon (possibly in combination with a move[1]), disarm enemy (**optional rule** 5, page 46), use skill, use item or cast spell.

3. Check for falling (**optional rule** 3, page 42)

4. Riders test their Riding skill (page 31)

5. Check for random movement (**optional rule** 4, page 45)

6. Check initiative (page 41)

7. Check fatigue (page 34)
Check if the character has the Stamina to perform planned action. Test Wil if Tired, Weary or Exhausted. Record spent SP.

8. Perform actions (order determined by initiative)
a. Check if any combat modifications apply (page 44)
b. To hit & Damage Resolution (page 39)
c. Fumble (page 42)

9. Check for Random Item Damage (**optional rule** 6, page 46)

[1]Unless he is riding, sneaking, walking or (if Berserk or Warrior) jogging the character is always moving with a lowered guard (see **Lowered Guard**). Combatants running (or sprinting or even dashing) into or away from mêlée do so with a lowered guard – but if done wisely it can be done without suffering an attack whilst the guard is lowered. You can move into mêlée after your opponent has performed his action, or you can move away from battle before your opponent can perform his action. See **Initiative**.

## Initiative

To find out which character acts first in a round you check Initiative. The one with the best result acts first. If several combatants achieve the same result when checking for Initiative in a mêlée they both get a -1 mod to DV that round, but only in relation to the other combatant(s) with the same Initiative result and only in relation to mêlée attacks.

The myth master checks for Initiative every round or e. g. every minute or when the circumstances of the mêlée changes, like when a new combatant joins the mêlée.

The basic formula to calculate initiative is:

**Initiative**
+ D6
+ Dex (or +1 if a creature other than a player character)
+ mod for talent (Good Reflexes and/or Aggressive)
+4 if using a missile weapon (n/a if using a missile weapon other than a loaded crossbow *in mêlée*)

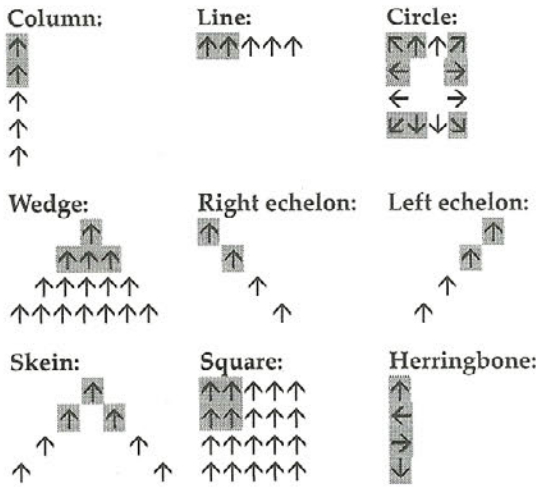
**Initiative Modifications only for Mêlée**
+ size
+ 2 if using a long-reaching mêlée weapon (i. e. a long sword, a javelin, a flail or a war flail).
+ 4 if using a very long-reaching mêlée weapon (i. e. an angon, a spear, a light javelin, a staff, a trident, a sword-scythe or a war scythe). See also **Charges**.

Characters in a formation roll for initiative for their formation as a unit, using the initiative modifiers of the slowest character (i. e. the character with the most negative or least positive mod to Initiative) in the formation.

Characters can not, if their initiative result was better, choose to act after the others have acted in a round, but must then instead forfeit their actions one round to be allowed to automatically act first in the next round instead. If several characters do this they must check initiative amongst themselves normally. Characters who forfeit their actions a round defend themselves normally.

## Formations

Sometimes, characters may want to move and fight as a formation. See optional rule 4 (page 45). The minimum number of individuals needed to form the formation is the number of arrows marked with dark grey background colour in the examples below. All the arrows represent individuals and their facing direction.




A group of characters standing within walking distance from each other can, in 1 round, form any formation they want – to minimize or maximize the number of enemies they can/have to engage at any time, to block enemy access to areas whilst fighting, to fill empty spaces (like tunnels or doorways) *et cetera*.

It is not possible to shoot or throw anything through a friendly (or for that sake enemy) line to hit anyone behind it, unless it is perfectly logical to do so: e. g. if the target and/or shooter is on elevated ground. See **The Combat Mechanics**.

All characters in a formation enjoy a +2 mod to Morale as long as they remain in the formation. If everyone in the formation has a large or deeply-dished shield (see **Mêlée Weapons & Shields**) they also receive a +2 mod to DV (both MÊ and MI), because they are then able to provide some protection to the others in the formation as well. If everyone in the formation has a very long-reaching mêlée weapon (!) or a shield, and not all have large or deeply-dished shields, they instead receive a +1 mod to DV (both MÊ and MI).

The first line in a square formation can exchange place with the second line (usually in order to rest) during a mêlée if the first line performs (as a line formation) a tactical retreat at the same time as the second line (as another line formation) performs a tactical advance. See **Combat Modifications**. Normally the first line will continue to move (the next round) backwards to the rear of the formation, where they hopefully can rest safely. None of the moving lines in the square are allowed to perform offensive actions whilst performing this manoeuvre. The enemy they are facing can attack either of the lines normally (or both if they are attacking multiple times that round).

Only characters actually fighting (attacking or defending) spend SP for being in a mêlée, and the inactive characters in a formation simply walk about on the battle field, waiting for their turn to engage the enemy (spending 1 SP at the beginning of every half hour walking, and when the formation doesn't move, they can actually rest).

Characters in a moving formation must walk to keep the formation, unless they are all Warriors and/or Berserks in which case they can choose to jog instead.

**Stay on your Feet! (Optional Rule 3)**

It is not at all uncommon for mêlées to be determined not just by the fighting skills of the combatants, but also by their ability to stay on their feet. A combatant engaged in mêlée needs to test Acrobatics against DD 6 at the beginning of every round of mêlée (preferably before the myth master determines whether there is any random movement or not (see optional rule 4 [page 38]) to see if he loses his balance before he is able to take action. Modify the DD if the combatants are fighting in difficult terrain (+1), on a narrow ledge (+2), on top of a roof (+2), on a slippery surface (+2), balancing on a wooden board placed between two walls (+4), *et cetera*. You can – if it makes sense to do so in that situation – add the wind strength as a factor too. Of course all the normal mods for MS apply here as well, meaning the not very strong character wearing a heavy armour might soon regret his choice to do so.

If the Acrobatics result is a Failure the combatant fails to attack, and instead spends the round regaining his balance (with a -1 to DV MÊ that round). A Critical Failure means he falls. A normal fall in this context is a fall from 0' (D6 - 3 damage), and he lays prone next to his enemy and have to spend time getting back up (as if he was knocked down. See **To Hit & Damage Resolution**). However, if fighting on a ledge high above the ground, on a narrow bridge crossing a chasm or something similar a fall can be fatal in itself. The myth master can determine the fall direction and distance as if the fall was a move in a random direction. See optional rule 4 (page 45). See the skill Acrobatics.

## Fumbling

If you cast a natural 3 or 4 in a mêlée or missile attack you fumble and must cast a D20 and check the result on the fumbling table. See footnotes 3 & 4 in Special Attacks & Manoeuvres under **Combat Modifications**. See also the spell Fumble-Foe.

| Missile weapons[1] | Slings | MÊ | Consequence (for natural attacks) |
|---|---|---|---|
| 7-20 | 8-20 | 7-20 | A (A) |
| 5-6 | 7 | 5-6 | B (F) |
| 3-4 | 6 | 3-4 | C (F) |
| - | 4-5 | 2 | D (F) |
| 1-2 | 1-3 | 1 | E (E) |

[1]Missile weapons other than slings; i. e. bows, crossbows and thrown weapons.

A = Always a miss. If multiple attacks were planned the attacker must abstain from further attacks this round.

B = Attacker drops his weapon and needs to spend one round to pick it up (if he indeed wishes to risk picking it up again).

C = Attacker breaks his weapon and to use it again he must either (1-2 on a D6 [n/a for sling]) repair it in a smithy or workshop for D6 hours and against a random DD or (3-6 [1-6 for sling]) using craftsman's tools for D6 * 5 minutes and against a random DD. See **Skills**.

D = Attacker hits himself instead (and takes damage as if he had been Hit by his own weapon (normal weapon damage).

E = Attacker misses his intended target, and is at risk of hitting someone else instead. If anyone (including riding animals) is within 10' (for mêlée attacks and for missile attacks at short range) to 50' (for missile attacks at extreme range) radius of the intended target the attacker must cast his dice again and carry out an attack against him instead. If multiple individuals are near the intended target the myth master randomly picks one (friend or foe) to be attacked. It is not possible to fumble when carrying out this attack. If nobody are near the intended target treat this instead as a consequence A.

F = Attacker hurts himself (i. e. his teeth, his horns, his fist, his knee, his tusks etc.) whilst attacking and takes D4 damage (check for Cut/Shock effect) as a result of this.

**Fencing**

In pre-history and Classical Antiquity, which MYFAROG is based on, the sword was used for offensive action, for thrusting, slashing, cutting and hacking, and a shield would be used to block enemy attacks. Unless the combatant had no other option he would not try to block an attack using his sword – because it would for sure ruin the edge of the blade.

## Morale

Fighting for your life can be terrifying, so all creatures (save those immune to fear), including the player characters, need to test their morale whenever they take at least 1 HP in damage in combat (but never more than once per round) and the first time they see the creature(s) they run into (but never more than once per encounter).

A creature tests its morale by casting 3D6 + Wil + the enemy's fright mod (and if more are present only the fright mod of the most frightening enemy), and then check the result against the result-consequence table. See the spells Courage and Totem Animal.

**Scary Adventures**

A myth master can also use the Morale rules when scary things happen, or when scary locations are visited, and then instead of letting the fear wear off after only some rounds, he can let the consequence last D6 *minutes* instead of *rounds* – or even until the scary event is past or the characters have left the scary location.

| Modifications for Morale tests | |
|---|---|
| +2 | Courageous (Talent) |
| +2 | Fearless (Talent) |
| +2 | Formation mod |
| +2 | Level 5 Berserk/Warrior advantage |
| +2 * PL | Courage (Spell) |
| +2 | Animal Friend (Talent) (only in relation to animals) |
| +Str[1] | Berserk/Warrior inspiration |

[1]The Str of the strongest level ≥ 10 Berserk/Warrior present.

| Result | Consequence[1] |
|---|---|
| ≤ 0 | Panics and flees for 2D6 rounds. He is in addition to that traumatized with a -1 mod to Fortitude[2/3] |
| 1 | Panics and flees for D6 rounds[2] |
| 2 | Terrified for D6 rounds |
| 3 | Fearful for D6 rounds |
| 4-5 | Afraid for D6 rounds |
| 6-8 | Nervous for D6 rounds |
| ≥ 9 | No consequence |
| Natural 3 or 4 | At best nervous for D6 rounds |
| Natural 17 or 18 | Always no consequence |

[1]The consequences are not cumulative, but when multiple consequences are achieved (over the course of several rounds of mêlée) the most severe one is always used. E. g. if your character is nervous but faces no consequence the next time you test his morale he will remain nervous. E. g. if he is nervous and achieves another nervous consequence the next time you test his morale he will remain nervous and use the longest duration of the two nervous consequences. When the consequence expires it is reduced in severity. An individual no longer terrified becomes fearful for D6 rounds instead; an individual no longer fearful becomes afraid for D6 rounds instead, and so forth until there is no consequence.

[2]Fleeing creatures (if they have the Stamina and Wil to do so) run in a direction of their choice. See the skill Tempo. If they for some reason can not flee (e. g. the road is blocked, they are too exhausted or they are running slower than their opponents) they must test Wil against DD 8. If they semi-succeed, succeed or succeed critically they can instead choose to fight on in panic (with +1 mod to all skills and spells). If they fail or fail critically they will surrender, and if human get the social class Thrall. If humans are fighting creatures that can be assumed not to accept a surrender (such as animals, ettins or trolls) they will always fight on in panic. The panic lasts for as long as they otherwise would flee.

[3]Your character can have multiple traumas at the same time, and the consequences of these are cumulative. Traumas can be cured by the spell Cure Trauma. If a character has 3 + Wil traumas at any one time he will lose his mind and become permanently and incurably insane – beyond any hope of a cure. A player character should at that point retire and the player can create a new character.

| Condition | Mod to all Skills |
|---|---|
| Nervous | -1 |
| Afraid | -2[1] |
| Fearful | -3[1] |
| Terrified | -4[2] |
| Panic | +1[3] |

[1]Can not fight offensively (i. e. use Tactical Advance).

[2]Can only fight defensively (i. e. use Tactical Retreat), if that is possible, and must try to disengaged and retreat if possible.

[3]Can not fight defensively (i. e. use Tactical Retreat).

Hostile human or demi-human parties (including the player party) has a +0 Fright mod. When encountering men a Sorcerer in the party will add -4 to the party's Fright mod, a Bard -2 and a Berserk -1. If characters carrying flames or any bright light sources (e. g. flaming torches, glowing orbs or something similar) are facing animals or huldas they have an extra -4 Fright mod. Ettins and trolls (save the Hulda) are immune to normal fear and thus never need to test their morale. See the spell Troll Fear.

A summoned creature and a calmed creature does not cause a need for a morale test for the one who summoned/calmed the creature or for his allies. See the spells Summon Creature and Calm Creature.

### Aerial Combat

A creature flying or a character riding a flying creature (but not the creature he is riding) can attack (and be attacked) in mêlée every D6 + 1 rounds and must do so charging. He can attack (and be attacked) with missile weapons normally, as if he was riding a land-based creature. A fleeing flyer can only be attacked at all in mêlée if the pursuer is flying faster than the fleer. Flying creatures can not hover and must move at least flying speed * 1 every round. See the skill Riding.

### Charges

A charge can be carried out with special effect only by Warriors and Berserks (and all non-human creatures) and only if the enemy is at least 20' but no more than Tempo * 1.5 feet away and if the attacker does not need to move through rough terrain or other places where it is difficult to move (like in a furnished room) at any point during the charge. You can under any circumstance only attack once every round when you charge. A character armed with an angon, a light javelin, a spear, a staff, a trident, a sword-scythe or a war scythe will because of the weapon's very long reach always be able to attack first in a charge, whether he is attacking or defending, unless his opponent too is armed with such a weapon, in which case initiative is checked normally. See the skill Riding.

You spend 2 SP (instead of just 1 SP for a normal attack) when you carry out a charge and move in jogging tempo. See the skill Stamina.

The modifications for the character carrying out the charge are: -1 DV (MÊ), +1 DV (MI), +2 OV (MÊ) and + D4 to damage. These modifications last for one single round, when the charge is carried out. You can not charge and execute a tactical advance, retreat or sideways manoeuvre at the same time. See **Combat Modifications**. Only a formation made up of only Warriors and/or Berserks can carry out a charge.

### Helpless or Surprised Targets

Helpless (tied up, held, paralysed, sleeping, unconscious *et cetera*) or surprised targets for mêlée attacks always have +0 DV. The only thing normally able to modify this is sorcery (spells, protective rings *et cetera*). Helpless or surprised targets for missile attacks have normal DV, but without the mod for Dodging. In order to surprise a target in mêlée the attacker needs to successfully sneak up on the target from behind or hide and wait for an opportunity to surprise attack, or (if he has the opportunity to) do something perhaps even more dishonourable and strike an opponent unexpectedly. See the skill Stealth. A character attacking a helpless or surprised target with a mêlée weapon can decide for himself whether the weapon shall only deliver Shock effect to the target (to e. g. increase the chance to knock the target out, to avoid killing him).

## Combat Modifications

| Condition & Encumbrance | OV (MÊ) | OV (MI) | DV (MÊ) | DV (MI) |
|---|---|---|---|---|
| Carry a heavy load | -3 | -3[1] | -3 | +0 |
| Carry a medium load | -1 | -1[1] | -1 | +0 |
| Exhausted | -3 | -3 | -3 | +0 |
| Stunned | n/a | n/a | -2 | +0 |
| Seriously injured (has lost ½ of all HP)[2] | -1 | -1 | -1 | +0 |
| Severely injured (has lost ¾ of all HP)[3] | -3 | -3 | -3 | +0 |
| Tired | -1 | -1 | -1 | +0 |
| Weary | -2 | -2 | -2 | +0 |

[1]+0 for crossbows and bows.

[2]Can not dash or sprint.

[3]Can not fly, dash, sprint, run or sneak.

| Special Actions | OV (MÊ) | OV (MI) | DV (MÊ) | DV (MI) |
|---|---|---|---|---|
| Cast spell/ask for favour | n/a[1] | n/a | -2[1] | +0 |
| Draw a weapon from sack/backpack or put on a helmet | n/a | n/a | -1 & No Dodging | No Dodging |
| Draw a weapon from belt/scabbard | -2[2] | -2 | -2[2] | +0 |
| Pick up object from ground | n/a | n/a | -4 | +0 |

[1]Or +0 if casting a spell/asking for a favour that involves trying to hit the target with a staff/wand.

[2]Instead +0 if the weapon is a dagger or a short seax. Instead -1 if the weapon is a curved short sword, a long seax or a short sword.

| Missile | OV (MI) | DV (MÊ) | DV (MI) |
|---|---|---|---|
| Carry out a missile attack in a mêlée | -2 | -4 | +0 |
| Load a crossbow/spear sling | n/a | -8 & No Dodging | No Dodging |
| Aim with your missile weapon for one round | +1 | -8 & No Dodging | No Dodging |
| There is a breeze and side or head wind | -1[1] | +0 | +0 |
| There is a gale and side or head wind | -2[1] | +0 | +0 |
| Using a bow or crossbow when it is raining | -1 | +0 | +0 |

[1]+0 for thrown concussion weapons or slings. +0 (breeze) or -1 (gale) for crossbows or thrown spear weapons.

| Special Attacks & Manoeuvres | OV (MÊ) | OV (MI) | DV (MÊ) | DV (MI) |
|---|---|---|---|---|
| Attack 2 times in 1 round[1] | -1 | -1 | -1 | +0 |
| Attack 3 times in 1 round[1] | -2 | -2 | -1 | +0 |
| Attack 4 times in 1 round[1] | -3 | n/a | -2 | +0 |
| Attack 5 times in 1 round[1] | -4 | n/a | -2 | +0 |
| Charge | +2 | n/a | -1 | +1 |
| Shoot every round with a staff sling or a crossbow[2] | n/a | -2 | -1 | +0 |
| Tactical advance (offensive fighting) (move towards foe, to push him 5 to 15' back)[3] | +2 | +0 | -2 | +0 |
| Tactical sideways move (5 to 15')[4] | +0 | +0 | +0 | +2 |
| Tactical retreat (defensive fighting) (move 5 to 15' backwards, away from foe)[5] | -2 | +0 | +2 | +0 |
| Berserk/Warrior attack from 2nd line in a column or square formation | -3 | n/a | +0 | +0 |

[1]Attacking more than once every round increases the chance for a fumble. Attacker fumbles on a natural 3, 4 and 5 instead of just on a natural 3 or 4. All mods for attacking several times in one round apply to all attacks carried out that round. The mod to DV (MÊ) applies to all attacks directed at the attacker that round. To be able to attack twice each round with a missile weapon the attacker needs to be especially talented with the weapon used, meaning he must have a particular talent (see **Talents [Character Generation & Development]**) depending on which weapon he is using; Dart Thrower (for lead-weighted darts), Sharpshooter (for bows), Slinger (for slings), Spear Thrower (for thrown spear weapons) and Zevsean (for thrown concussion weapons). It is not possible to shoot or throw more than twice each round, except if you throw lead-weighted darts, light javelins (without the use of a spear sling) or javelins and have these ready in your shield hand or on the inside of your shield, in which case you can (if you have the relevant talents, mentioned above) throw thrice each round. You need to be a Fighter (see **Talents [Character Generation & Development]**) in order to attack twice each round with a mêlée weapon. In order to attack 3 or more times each round you need the following talents: Fist Fighter (for unarmed and battle gloves), Lancer (for spear weapons), Sword Dancer (for swords & daggers) or Heraklean (for concussion weapons). The first attack is performed normally in relation to the character's initiative result, and the other attacks are carried out in relation to the character's initiative result +1 (for the second attack), then +2 (for the third attack) etc. See **Initiative**. It is never possible for a rider to attack more than once every round!

[2]Shooting faster than normal with a staff sling or crossbow also increases the chance for a fumble. Attacker fumbles on a natural 3, 4 or 5 instead of just on a natural 3 or 4. To be able to shoot faster than normal with a staff sling or crossbow you need to be Slinger (for staff sling) or Sharpshooter (for crossbows). See **Talents (Character Generation & Development)**. It is not possible to shoot any faster than this with a staff sling or crossbow.

[3]If both you and your opponent try to advance in the same round both must cast D6 and add their OV for the weapon used; only the one with the best result will succeed and push his opponent backwards. If both achieve the same result nobody will succeed and both will remain where they are. 2 SP will be spent by each combatant anyway. See the skill Stamina. You can push someone into a fall, e. g. off a cliff, but you can not push your opponent back further (although you can still fight offensively) if he has nowhere to go (or fall), e. g. if he is fighting with his back against the wall. If possible you move: 5' (1-3 on a D6), 10' (4-5) or 15' (6).

[4]You can perfectly well perform a tactical advance or a tactical retreat and a tactical sideways move at the same time, meaning you move the 5 to 15' diagonally to the left or right front, or 5 to 15' diagonally left or right backwards. If possible you move: 5' (1-3 on a D6), 10' (4-5) or 15' (6).

[5]You spend only one SP every second round when you fight defensively. No extra SP will be spent for moving the 5 to 15' backwards. This tactic is not possible if there is nowhere to retreat to. If both/all combatants in a mêlée fight defensively no attacks will be made by anyone and nobody spends any SP. The opponent of a character performing a tactical retreat is (if he is performing a mêlée attack other than a tactical retreat and if he indeed wants to follow the retreating combatant) assumed to automatically advance (5 to 15') to keep up with his retreating foe, even if he is not performing a tactical advance. If possible you move: 5' (1-3 on a D6), 10' (4-5) or 15' (6).

| Illumination | OV (MÊ) | OV (MI) | DV (MÊ) | DV (MI) |
|---|---|---|---|---|
| Ettin Eyes in artificial light | -1 | -1 | -1 | +0 |
| Ettins Eyes in direct sunlight | -3 | -3 | -3 | No Dodging |
| Ettin Eyes in daylight | -2 | -2 | -2 | No Dodging |
| Night Vision in pitch black darkness | -5 | -5 | -5 | No Dodging |
| Pitch black darkness | -5 | -5 | -5 | No Dodging |
| Night with Full Moon | -1 | -1 | -1 | +0 |
| Night with Waxing/Waning Moon | -2 | -2 | -2 | No Dodging |
| Night with Lunar eclipse | -3 | -3 | -3 | No Dodging |
| Direct sunlight | -2 | -2 | -2 | No Dodging |

| Stance & Movement | OV (MÊ) | OV (MI) | DV (MÊ) | DV (MI) |
|---|---|---|---|---|
| Attack from moving chariot | +0 | -2[1] | +1 (& No Dodging for driver) | +2 (& No Dodging for driver) |
| Attack from moving vehicle other than chariot | -1 | -3[2] | (No Dodging for driver) | +1 (& No Dodging for driver) |
| Attack from moving vessel | -1 | -2[1] | +1 | +2 |
| Climb | n/a | n/a | Lowered Guard & No Dodging | Lowered Guard & No Dodging |
| Dash | Lowered Guard | -6[3] | Lowered Guard | +2 & Lowered Guard |
| Fly | +0 | -1[3] | - | +2 |
| Jog | Lowered Guard[4] | -1[5] | Lowered Guard[4] | Lowered Guard[4] |
| Levitate | -2 | -2 | No Dodging | No Dodging |
| Prone | -4 | n/a[6] | -4 | +1 |
| Ride/attack from (flying) riding animal | +0 | -2[7] | +1 & No Dodging | +2 & No Dodging |
| Run | Lowered Guard | -2[8] | Lowered Guard | +1 & Lowered Guard |
| Sit/stand up from prone or sitting position | -2 | -2[9] | -2 | +0 |
| Sprint | Lowered Guard | -4[3] | Lowered Guard | +2 & Lowered Guard |
| Swim | -4[10] | n/a | -4 | +1 & No Dodging |
| Walk | +0 | +0[11] | +0 | +0 |
| Is attacked from the flanks (Left & Right)[12] | +0 | +0 | -1 | Only ½ shield mod |
| Is attacked from the front (Left front, Front & Right front)[12] | +0 | +0 | +0 | +0 |
| Is attacked from the rear (Left rear, rear & right rear)[12] | +0 | +0 | -2 | No shield mod[13] |

[1]-1 composite bow, short self bow & thrown weapons.

[2]-2 composite bow, short self bow & thrown weapons.

[3]N/a for crossbow, bow, sling and staff sling.

[4]The lowered guard does not apply to Warriors or Berserks, who can both attack and keep their guard up whilst jogging. See **Lowered Guard**.

[5]-4 crossbow, staff sling and bow, -2 sling.

[6]+1 crossbow, -4 thrown concussion weapons.

[7]-4 crossbow and sling. -1 composite bow, short self bow & thrown weapons. N/a for staff slings. You can not re-load a sling or crossbow whilst riding.

[8]N/a for crossbow, staff sling and bow, -4 sling.

[9]+1 crossbow and bow for sitting. N/a for slings and staff slings.

[10]You need to test Swimming against DD 8 and at least achieve a Success every round you wish to be allowed to attack whilst swimming.

[11]-2 crossbow, -1 bow.

[12]You can assume that if fighting only one foe your character always faces his foe, but if he fights more than one foe at the same time you must decide where his front is – most of the time anyway; he will not just stand there facing one way only. He naturally does his best to defend against all his foes, but in game terms he must mainly face this or that direction, and receive DV (MÊ) penalties for attacks from the flank and rear in relation to that.

[13]Unless the shield is carried on the back, in which case you receive ½ the shield mod.

### Puny Weapons

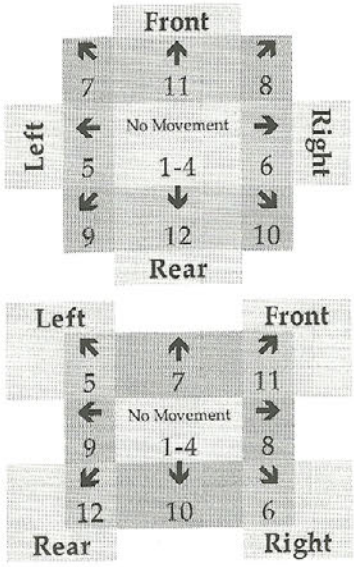
The spear sling and the staff sling can be used as mêlée weapons, but they are not intended as such, and they are not very good for mêlée. They are really just something you will use as a last resort, if you have nothing else at hand. A human can fight Unarmed as well, but he is not equipped with any sharp claws, strong fangs or horns, so he is really not that dangerous unless he wields a proper weapon. In MYFAROG the damage mod to these weapons (including Unarmed) is therefore reduced, to /2 (and to /4 for wand [used as a mêlée weapon when casting certain spells]), meaning it is much harder to kill an enemy for characters using these rather weak weapons.

### Random Movement (Optional Rule 4)

The combatants are not just standing there taking turns trying to hit each other with a weapon. They move about, dodge blows, feint attacks, grab opportunities to move to a more advantageous position and so forth. The myth master must check before each round if the individuals engaged in combat move (together, still facing each other!) in a random direction during that round. A character moving in a direction that he can not move in (because it is occupied or blocked) or that he does not want to move in (e. g. because doing so will cause him to fall off a cliff or in some other way make him end up in a very disadvantageous position) is instead of moving penalized that round by not being allowed to add his Dodging proficiency to his DV, and will change position in relation to his opponent (if he or they were able to move) – and if in a formation (if they moved) also in relation to his friends. Formations are (possibly only partly) disrupted or split if one or more individuals in the formation are not allowed to (or do not want to) make the move.

The random movement comes in addition to (or negates) any movement from (but not the other effects of) a tactical advance, a tactical sideways move or a tactical retreat manoeuvre. To determine the movement direction (or to determine that there is no movement) the myth master casts a D12. The direction is determined by where the opponent or (if more than one is present) main opponent is located in relation to the player character/player formation, assuming a grid is used. If there is movement and if it is possible to do so, he moves 5' (1-3 on a D6), 10' (4-5) or as much as 15' (6) (or flying Tempo*1 if flying). See also optional rule 3 (page 35).

Movement order if several groups are moving in a round is determined by the initiative of the formation.




## Armour

Wearing armour can provide you with great protection. It does often make you a bit easier to hit (because of the negative MS mod affecting the Dodging skill proficiency), but the armour will absorb some or even all damage. A positive Str can negate much of the negative effects of wearing armour, but a positive Str does not negate the negative effect from wearing armour in relation to Stealth and Swimming. See the skills Stealth and Swimming.

Armour protects against physical damage, but also against damage inflicted by means of sorcery, unless otherwise stated. Metal armour, except metal scale armour, and a creature's natural armour gives no extra protection against cold, electric or heat damage. Metal scale armour gives +1 Cold and Heat Toughness to wearer. All other armour gives +1 Cold, Electric and Heat Toughness to wearer. Whether a character wears a helmet or not does not matter in this context. See also footnote 3 under Clothes, Hides & Armour, in **Trade (The Land of Thulê)**. See the skill Acrobatics.

The AV of armour is added to any AV from a helmet worn and any relevant Toughness the target may have, making him harder to injure. The AV is ignored if the target in a mêlée is helpless or surprised (but it is not ignored when helpless or surprised and attacked by a missile weapon). The AV not only reflects the protection value of the armour, but also its coverage.

The negative effects you get to Perception from wearing some types of helmets can easily be bypassed by simply taking off the helmet when you look or search for something and by not wearing the helmet when not in danger.

Animals and other creatures attack with their teeth or claws, and the AV of armour is never modified (by -1 [see footnote 3 in the armour table]) when protecting against such attacks.

### Disarming (Optional Rule 5)

Instead of trying to hit your opponent you can instead try to hit only a weapon he is wielding, to break it or to disarm him – or you can in a mêlée try to take the weapon (but not the shield) from him (something you can only try to do if you have at least one hand free). To do any of this you must test your OV normally (with a -6 mod for missile attacks [for attempts to disarm], and a -3 mod for unarmed attacks). Depending on how well you hit your opponent you must cast a die to see if your attack has a consequence or not.

| Result | Possible Consequence on a (D6) |
|---|---|
| Hit | 1 |
| Rather good hit | 1-2 |
| Good hit | 1-3 |
| Very good hit | 1-4 |
| Excellent hit | 1-5 |
| Exceptional/Perfect hit | 1-6 |

If there is a consequence the target must cast a D6 as if his weapon was hit by chance (see footnote 3 under optional rule 6 [page 46]), or if the attacker tries to take the weapon, he succeeds in doing so on 1-5 (on a D6) for weapons with a long wooden shaft (e. g. spears, javelins, angons, war scythes etc.) and bows and crossbows, on 1-4 for weapons with a short wooden shaft (e. g. axes, clubs, maces, flails, etc.) and on 1-2 for bladed weapons (e. g. daggers and all swords), with no effect if he fails.

### Random Item Damage (Optional Rule 6)

At the end of every round a character has been engaged in mêlée or was hit by a missile weighing ≥4 oz the myth master must cast a die to find out if something his character carries or wears has been damaged; there is a possible consequence on a 1 (on a D6). A damaged object could possibly be used to some effect, like a broken long sword could perhaps be used as a dagger, or a broken battle axe as a club, but as a general rule all broken/damaged objects lose their positive features and keep the negative features (i. e. encumbrance, negative MS mods etc.) until repaired.

| D20[1] | Possible Consequence |
|---|---|
| 1-4 | If he carries a shield it might be damaged[2] |
| 5-6 | If he wears a helmet it might be damaged[2] |
| 7-10 | If he wields a weapon it is hit (if he wields one in each hand: 1-4 on a D6 means the main weapon is hit, 5-6 means his secondary weapon is hit)[3] |
| ≥ 11 | A random object carried by the character (e. g. [in] the backpack/sack) is damaged |

[1]D20 + 1 if the character carries a sack or a backpack. D20 + 2 if the character carries a sack and a backpack.

[2]Damaged if the result of a D6 + mods is ≤3. Mods are: +1 if the item is made from aurichalcum, -1 if made from bronze or wood, +2 if a shield, +2 if the character was not engaged in mêlée that round, -1 if the opponent is using a battle axe, throwing axe or woodman's axe, +1 if of exceptional or divine quality, -1 if of poor or terrible quality.

[3]Cast a D6. On 1 the weapon is dropped and suffers damage in the same manner as other objects do. On 2 the weapon suffers damage in the same manner as other objects do. On 3-6 the weapon is dropped. See footnote 2.

| D6 | The Degree of Damage |
|---|---|
| 1 | The object is broken (i. e. damaged beyond repair) (the broken object might be used to make a new similar item). |
| 2-3 | The object is damaged to such a degree that you need a smithy/workshop to repair it (i. e. test Crafts against a random DD). Repairs take D3 hours. |
| 4-6 | The object is damaged and you need to repair it (i. e. test Crafts against a random DD). Repairs take D6 * 10 minutes. |

### Aurichalcum

There is gold and copper in aurichalcum, but nobody knows what the third metal in the aurichalcum alloy is. Aurichalcum is a metal used by the ancient Fairlings in Thulê, before the coming of the other human races, but the last Fairlings who knew how to manufacture it are long dead. However, man can still use the aurichalcum they can find to craft items of all sorts.

Some aurichalcum is still available in many Thulêan communities, but unfortunately – and for unknown reasons – the ettins crave for the metal and have for thousands of years sought it to consume (!) it, so there is not much left. Some claim the ettins can even smell the metal when they are near it (using their troll noses). If anyone would risk it they could of course kill an ettin and see what they can find inside it. Some claim there are loads of aurichalcum inside the ettins; the older and the bigger they are, the more aurichalcum they have had the time and opportunity to find and consume, and the more you will find.

**"Fish and guests smell at three days old."**

| Armour | | AV | MS[1] | Weight (lbs) | Stealth DD | Swimming DD |
|---|---|---|---|---|---|---|
| Fur shirt | | 1 | | 5 | -3[2] | +2 |
| Laminated armour | aurichalcum | 4 | -1 mod | 15 | +2 | +4 |
| | boiled leather | 2 | | 10 | +1 | +3 |
| | bronze | 3 | -1 mod | 17 | +2 | +4 |
| | iron | 3 | -1 mod | 15 | +2 | +4 |
| Mail shirt | aurichalcum | 4[3] | -1 mod | 25 | +1 | +5 |
| | bronze | 3[3] | -1 mod | 28 | +1 | +6 |
| | iron | 3[3] | -1 mod | 25 | +1 | +5 |
| Mail shirt with scales (modify the statistics of the mail shirt based on the type of scales used) | | | | | | |
| | aurichalcum | +2 | -2 mod | +20 | +2 | +5 |
| | boiled leather | +1 | -1 mod | +10 | | +3 |
| | bronze | +1 | -2 mod | +23 | +2 | +6 |
| | dragon | +2 | | +3 | | +1 |
| | iron | +1 | -2 mod | +20 | +2 | +5 |
| | ivory | +1 | -1 mod | +10 | +2 | +3 |
| Muscular cuirass | aurichalcum | 3 | -1 mod | 10 | +1 | +2 |
| | boiled leather | 1 | | 5 | | +1 |
| | bronze | 2 | -1 mod | 11 | +1 | +2 |
| | iron | 2 | -1 mod | 10 | +1 | +2 |
| Scale armour[4] | aurichalcum | 4 | -2 mod | 25 | +2 | +6 |
| | boiled leather | 2 | -1 mod | 15 | | +4 |
| | bronze | 3 | -2 mod | 28 | +2 | +7 |
| | dragon | 4 | | 5 | | +1[5] |
| | iron | 3 | -2 mod | 25 | +2 | +6 |
| | ivory | 3 | -1 mod | 15 | +2 | +4 |

[1]Negative modification negated by positive Str. E. g. a character with +1 Str using a bronze scale armour suffers a -1 mod on MS instead of a -2 mod, because -2 + 1 = -1. In relation to the Tempo skill the MS mod is * 2.5 and rounded up to nearest whole 5 (e. g. a -1 MS mod [-1 * 2.5 = -2.5] becomes -5).

[2]If the fur is made from any non-predatory animal, and Stealth is used in relation to any non-predatory animal, otherwise +0.

[3]Total AV (including the AV from sorcery and helmets) -1, to a minimum of 0, when hit by a concussion weapon. This does not apply if the mail shirt is a mail shirt with (any type of) scales. See the skill Mêlée.

[4]Scales sewn onto a leather shirt.

[5]The dragon scales are so light that if thrown into the water this armour actually floats, meaning that although it is indeed a bit difficult to swim in this armour as well, some of the difficulty is negated by the fact that the armour gives you some buoyancy.

The special mod to Stealth and Swimming DD for wearing armour replaces the normal MS mod.

Greaves and arm guards are assumed to already be a part of the armour. Characters can improve their defence by wearing helmets, alone or in combination with the armour.

**"We have not inherited Thulê from our ancestors; we have borrowed it from our children."**

### Helmets

Wearing a helmet most of the time gives you pretty good protection in MYFAROG, because a helmet protects the most important and also highly vulnerable and exposed head.

| Helmet (description) | AV[1] | Weight | Perception & Missile Mod |
|---|---|---|---|
| Cap[2] | 1 | 4 lbs | -1 |
| Sun hat[3] | 0 | 2 lbs | |

[1]Add the sum to the AV of any armour worn.

[2]Conical or round, with neck-, nose-, cheek- and/or spectacle guard and/or cheek plates

[3]Brimmed cap. Negates -2 of any negative mod for being blinded by (any) light. See Illumination under **Combat Modifications**. Sun hats provide no AV, unless they are of at least of high quality (see **Item Quality** in **The Land of Thulê**).

### Wrestling (Optional Rule 7)

A character who wishes to grab and hold another character (e. g. to tie him up) performs a normal Unarmed mêlée attack with a -2 mod, but instead of inflicting damage to his opponent, he will – if he scores at least a Hit – grab and hold him. A character must have both his hands free to try this. If the attacker scores a Perfect Hit he will also successfully silence his opponent (e. g. with a hand over his mouth).

If two or more (max 8) characters try to grab and hold one other, the best OV for an Unarmed mêlée attack is used and the result is modified by +1 for each character helping, but.

A held character is for game purposes defined as helpless (see **Helpless or Surprised Targets**) and can not perform any action, save talk (and scream!) or try to break free from the hold. A character who is also silenced will not be able to talk (or scream).

In order to break free from a hold, a character needs to perform a normal Unarmed mêlée attack with a -2 mod to his OV, and score at least a Hit to succeed. The DV of the character holding him is modified by +1 for each character helping him.

A character holding another character is also for game purposes defined as helpless (see **Helpless or Surprised Targets**) and can not perform any other action, save talk (or scream), as long as he keeps the hold.

### Ad hoc Solutions

As a myth master you can allow all sorts of thinkable actions. When you do though, stick to the ad hoc rule and use the same rule if a similar situation occurs in the future. The best rule is for the myth master and his players to simply use common sense. If it makes sense it applies. If not you better come up with something better.

### Light Javelin

A light javelin is a long light throwing spear, or rather a large dart, feathered and designed solely as a throwing weapon. It has a shaft so frail that it is not suitable for mêlée (e. g. it can not be used to block an attack and if used for that it will most likely just break). It therefore has as much as -3 DV in mêlée.

### Javelins

Javelin heads are usually poorly attached to the shaft. This is done intentionally, so that when they are thrown and get stuck in the ground, in enemy bodies or shields, the javelin heads will fall off if somebody tries to pull them out, to throw them back.

### Combat

In MYFAROG characters engaged in mêlée or missile combat are assumed to attack and counter-attack as best they can when they have the opportunity and block all attacks made against them as best they can. There is very little micro-management for the players in this context. They can decide if their characters (try to) advance, stand still or retreat, *et cetera*, but they don't get to decide e. g. exactly where their characters are to hit their opponents, how their characters are to hit with this or that weapon or the like.

### Endurance

Mêlée in MYFAROG is often fast and deadly, and especially so if one of the combatants is superior in skill and/or equipment to the other, but a fight between two well-equipped equals can still drag on for several minutes without any of the two combatants being able to even injure the other one. That is of course until they grow tired, weary and exhausted, and are eventually forced to lower their guards and rest. When one has to rest and the other doesn't the fight will most likely be over very quickly.

### The Bodies of the Fallen

The fallen are to be respected. Bodies of fallen friends and foes are commonly buried in their family burials after a battle, or buried in shallow and marked graves so that they can be easily collected by their kinsmen later on. The carried belongings of a foe rightfully go to the individual who slew him (but the rest of his belongings go to his closest family, as does all the belongings of a fallen friend), but at least some of his valuables are to be buried with him, such as a gold nugget, placed in the mouth of the dead. If the fallen were dedicated or sacrificed to the gods the bodies of the fallen are hung in sacred trees instead – and their bodies are left there to be collected later on by their kinsmen.

### Shields with Straps

The deeply-dished shield and the wicker shield have no shield boss and are held using straps. This means that any missile hitting and penetrating such a shield even just a little bit, will potentially injure the carrier of the shield. You can not that easily move such a shield away from your body either, meaning it is harder to actively defend against missiles when using such a shield (see footnote 2 in the shields list on page 50). Therefore, the deeply-dished shield and the wicker shield have poorer defence values against missiles than other shields of the same size have.

**"Death answers before she is asked."**

## Mêlée Weapons & Shields

| Mêlée Weapon[1] | Damage (Min. Str[2]) | Cut/Shock Mod[3] | Weight | Description |
|---|---|---|---|---|
| **Concussion Weapons** | | | | |
| Battle axe, long (2H)[4/5] | D12 (+1) | +0/+0 | 4 lbs | Long-shafted war axe |
| Battle axe, short (-1 DV)[5] | D8 (+0) | +0/+0 | 3 ma | Short-shafted war axe |
| Club (-2 DV) | D3 (+0) | +2/-2 | 3 ma | A heavy 2' long stick |
| Flail (-2 DV)[4/6] | D6 (+0) | +2/-2 | 5 ma | A peasant's tool |
| Hammer (-2 DV) | D4 (+0) | +2/-2 | 2 lbs | A craftsman's tool |
| Hatchet (-2 DV) | D6 (+0) | +1/+0 | 2 lbs | A craftsman's tool |
| Mace (-2 DV) | D6 (+0) | +1/-2 | 2 lbs | A club with metal knobs or metal head |
| Pick axe (-1 OV, -2 DV) | D8 + 1 (+1) | +0/+0 | 5 ma | A miner's tool |
| Spear sling (-2 DV) | D2 (-3) | +2/-2 | 1 ma | 2' long stick |
| Staff sling (-1 DV, 2H) | D3 (-1) | +2/-2 | 1 lb | 3-4' long stick with a sling attached |
| Throwing axe (-2 DV) | D8 (+0) | +0/+0 | 3 ma | Axe designed for throwing |
| Wand (-4 DV) | 0 | +2/-2 | 1 ma | A sacred bough |
| War flail (-2 DV)[4/6] | D8 (+1) | +1/-2 | 4 lbs | A transformed flail |
| Woodman's axe (2H)[4] | D10 + 1 (+3) | +1/+0 | 6 lbs | Long & heavy axe |
| **Spear Weapons** | | | | |
| Angon (-2 DV)[7/8/9] | D10 (+0) | -1/+1 | 7 ma | Heavy javelin, 6-8' long |
| Javelin (-1 DV)[4/7] | D6 (-2) | -1/+1 | 1 lb | Short (3-5') throwing spear |
| Light javelin (-3 DV)[8/9] | D4 (-3) | -1/+1 | 1 ma | Long & light throwing spear |
| Spear[5/7/8/9] | D8 + 1 (-1) | -1/+1 | 2 lbs | 6-8' long, sometimes winged |
| Staff (+1 DV, 2H)[8/9] | D4 (-2) | +2/-2 | 3 ma | 6-8' long stick |
| Sword-scythe (2H)[9] | D12 (+0) | -2/+2 | 7 ma | A sword with a long and slightly curved blade |
| Trident[7/8/9/10] | D10 (+0) | -2/+1 | 5 ma | Three-pronged spear |
| War scythe (+1 DV, 2H)[8/9] | D6 + 1 (-2) | -2/+1 | 5 ma | A transformed scythe |
| **Swords & Daggers** | | | | |
| Curved short sword (-2 DV) | D6 (-2) | -2/+2 | 1 lb | One-handed sword-scythe |
| Dagger (-2 DV) | D5 (-3) | -2/+2 | 1 ma | A large double-edged knife |
| Lead-weighted dart (-4 DV) | D3 (-3) | -1/+1 | 3 oz | A dart, made for throwing |
| Long seax (-1 DV) | D6 + 1 (-2) | -2/+2 | 3 ma | Single-edged short sword/long knife, 20-29" long |
| Long sword[4] | D10 (-1) | -2/+2 | 3 lbs | Double-edged, 33-40" long |
| Short seax (or "knife") (-3 DV) | D4 (-3) | -2/+2 | 8 oz | A hunter's tool, up to 19" long |
| Short sword (-1 DV) | D8 (-2) | -2/+2 | 5 ma | Double-edged, 25-32" long |
| Sickle (-3 DV) | D4 (-2) | -2/+2 | 1 ma | Curved knife |
| Sickle-shaped sword (-1 DV) | D8 + 1 (+0) | -2/+2 | 7 ma | A heavy single-edged short sword, 25-32" long |
| **Unarmed/Natural Weapons** | | | | |
| Battle glove (-1 OV, -4 DV)[11] | D3 (-3) | +4/+0 | 1 ma | Leather strips fastened to the hands |
| Natural weapons | [12] | +0/+0 | | Animal claws, teeth, horns, etc. |
| Unarmed (-1 OV, -5 DV)[11] | 1 (-4) | +6/+2 | | |

[1]If a character uses two weapons (dual-wielding) at the same time or a shield and a weapon the best (or least negative) DV modification is used – and the user also gets a +1 to his OV. A character dual wielding uses only one of these weapons as his main weapon each time he attacks, but the player can choose which one his character uses as his main weapon (see Weapon Damage, page 31). E. g. a character armed with a dagger (-2 DV MÊ) and a wicker shield (+0 DV MÊ) will get a +0 DV MÊ mod. If he wields a dagger and a short sword (-1 DV MÊ) he will instead get a -1 DV MÊ mod. He will only get the -2 DV MÊ mod for the dagger if he is armed only with the dagger (or if he is dual-wielding with a dagger in each hand).

[2]A character with less than minimum Str must subtract the difference between his Str and minimum Str from OV, DV and damage when using that mêlée weapon. See the skill Crafts and **Trade (The Land of Thulê)**.

[3]If damage is inflicted the Cut/Shock result is modified depending on which weapon is used. The first number modifies Cut test and the latter Shock test. See **To Hit & Damage Resolution**.

[4]-1 OV/DV in confined space.

[5]+2 OV (for winged spear used two-handed and for battle axe) or +1 OV (for winged spear used one-handed) against opponents using a large shield or a deeply-dished shield, or +1 OV (for winged spear used one- or two-handed and for battle axe) against opponents using a medium or small shield or a wicker shield (assuming the weapon is used to hook the shield of the opponent).

[6]+1 OV when used against an opponent carrying a shield (but only if that shield has at least a +1 DV MÊ mod).

[7]+0 DV (or +1 DV if spear or trident) instead if used two-handed. +1 DV instead if winged spear used one-handed. +2 DV instead if winged spear used two-handed. -1 DV instead if angon used two-handed.

[8]See **Charges**.

[9]-2 OV/DV in confined space.

[10]Double the AV of any target hit by a trident. It is very hard to penetrate armour with a three-pronged spear.

[11]+0 OV (+1 for Battle Glove) and +0 DV instead, if facing another human or demi-human fighting Unarmed or armed only with Battle Glove.

[12]Claws, hooves, horns, fangs, etc. See **The Creatures & Phenomena of Thulê**.

**All mêlée (and thrown) weapons are listed assumed to be made of iron and/or wood. If made from aurichalcum or bronze instead modify the weapon statistics like this:**

**Aurichalcum**: damage +1.

**Bronze**: minimum Str +1. When fumbling with a bronze weapon, cast a D8: the weapon will suffer damage on 1-2 (1 for concussion weapons). See optional rule 6 (page 39). See Weapons list under **Trade (The Land of Thulê)**.

Weapons marked with 2H are two-handed weapons, but they can not be used two-handed in mêlée by a rider. See the skill Riding.

All one-handed weapons (except sickle-shaped sword, short sword, hammer, hatchet, dagger, long and short seax, curved short sword, sickle and wand) can be effectively wielded with two hands, giving +1 to weapon Damage and -1 to minimum Str. All two-handed weapons can be wielded with one hand, giving +3 to minimum Str.

A good argument in favour of dual wielding is for your character to have a backup weapon ready in case he drops one of them, or for him to be armed with two weapons with very different qualities. See footnote 1 in the mêlée weapons list.

Most shields can easily be modified to hold 2 (for wicker shields and small shields), 3 (for medium shields) or 4 (for most large shields) lead-weighted darts (Crafts DD 6 and 1 c worth of costs for each dart to be fitted) in the hollow of the shield, that the shield bearer can easily access and throw if he has his other hand free to do so. These darts, if fitted on the inside of the shields, do not add any encumbrance for the shield bearer. The darts come in addition to the lead-weighted darts (or other weapons) the carriers of shields can hold in their shield hands. See footnotes in the shields table.

### Shields as Mêlée Weapons

Pushing or even hitting the opponent with a shield was quite common in Antiquity. All shields in MYFAROG therefore also give a +1 OV MÊ mod to the user regardless of what weapon a shield is used in combination with (including Unarmed).

### Plywood Shields

The large plywood shield offers the best coverage of all the shields, but still offers less protection against missile weapons than the other large shields. The reason for this is that the missiles penetrate the large plywood shield easier than most other shields, potentially injuring the person behind it even though he was well covered behind the shield.

### Using Shields in Confined Space

*Large, deeply-dished* and *medium* shields will provide as much protection as in an open space, but using them offensively indoors, or in a small cavern, or in a very dense forest, or in a narrow staircase to a stone tower, or the like, can be really hard. So the +1 to OV from using such a shield does not apply if it is used in confined space, and carrying such a shield on your back in confined space is not possible (or at least too hard to be practical).

| Shields (Min. Str)[1] | Shield mod (to MÊ/MI)[2] | MS[3] | Weight | Description[4] |
|---|---|---|---|---|
| Deeply-dished (+0)[5] | +2 DV/+2 DV | -4 | 15 lbs | Large, round, wood and thin sheet of metal |
| Large aurichalcum (+1)[5/6] | +2 DV/+5 DV | -5 | 18 lbs | Wooden frame with aurichalcum plates |
| Large bronze (+1)[5/6] | +2 DV/+4 DV | -5 | 20 lbs | Wooden frame with bronze plates |
| Large iron (+1)[5/6] | +2 DV/+5 DV | -5 | 18 lbs | Wooden frame with iron plates |
| Large plywood (+0)[5] | +3 DV/+3 DV | -6 | 16 lbs | Rectangular, partly cylindrical |
| Large wooden (+0)[5/6] | +2 DV/+4 DV | -3 | 12 lbs | Wood and rawhide |
| Medium aurichalcum (+0)[6] | +2 DV/+3 DV | -4 | 16 lbs | Wooden frame with aurichalcum plates |
| Medium bronze (+0)[6] | +2 DV/+2 DV | -4 | 18 lbs | Wooden frame with bronze plates |
| Medium iron (+0)[6] | +2 DV/+3 DV | -4 | 16 lbs | Wooden frame with iron plates |
| Medium wood/plywood (-1)[6] | +2 DV/+2 DV | -3 | 11 lbs | Wood or plywood and rawhide |
| Small aurichalcum (+0)[7] | +1 DV/+2 DV | -3 | 14 lbs | Wooden frame with aurichalcum plates |
| Small bronze (+0)[7] | +1 DV/+1 DV | -3 | 15 lbs | Wooden frame with bronze plates |
| Small iron (+0)[7] | +1 DV/+2 DV | -3 | 14 lbs | Wooden frame with iron plates |
| Small wooden (-1)[7] | +1 DV/+1 DV | -2 | 9 lbs | Wood and rawhide |
| Wicker (-3)[8/9] | +0 DV/+1 DV | -1 | 3 lbs | Oval, round or crescent shaped, wicker or wooden frame with rawhide |

[1]Unless you wear a backpack you can attach a shield to your back, but if you do you only enjoy half the shield mod and only against attacks from the rear. The negative mod to MS does not disappear even if you attach the shield to your back, but it does enable you to use a weapon two-handed and makes it easier to climb and swim with a shield. See the skills Climbing and Swimming. A character with less than minimum Str must subtract the difference between his Str and minimum Str from DV (to a minimum of +0) and add the difference to the MS penalty when using that shield. See the skill Crafts and **Trade (The Land of Thulê)**. See also footnote 3.

[2]+1 OV MÊ shield mod for all shields, except when used in confined space. Carrying a shield provides better opportunity to attack, and the shield itself can be used to push or hit the opponent. Shield DV mod is halved if the character is lowering his guard. See Lowered Guard. See the skill Stamina. See also Stance & Movement under **Combat Modifications**. DV (MI) * 2 if a character is aware of the missiles being thrown or shot at him and has the opportunity to freely spend his round using his shield to defend against the missiles, forfeiting all his other actions.

[3]The MS mod for shields does not affect the Dodging skill unless the user of the shield has less than minimum Str.

[4]Unless otherwise stated, all shields can be hexagonal, oblong, oval, rectangular or round.

[5]Large and deeply-dished shields can *not* be used from the back of a riding animal.

[6]The carrier of this shield can hold 1 javelin or 2 light javelins or lead-weighted darts in his shield hand whilst using the shield, without encumbrance penalty.

[7]The carrier of this shield can hold 2 javelins or 3 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty.

[8]Can be used in combination with a sling (but not with a staff sling).

[9]The carrier of this shield can (unless he is using it in combination with a sling) hold 3 javelins or 5 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty (i. e. the same as one would realistically be able to hold in the left hand if not carrying a shield at all). See Special Attacks & Manoeuvres under **Combat Modifications**. See **Encumbrance (Skills)**.

## Missile Weapons

| Missile Weapon | | Damage (Min. Str)[1] | Cut/Shock Mod | Weight | Base Range (in feet)[2] |
|---|---|---|---|---|---|
| **Bows & Crossbows** | | | | | |
| Composite bow[3] | | D6 + Str | -1/+3 | 3 ma | 50 |
| Crossbow (+1 OV)[4] | | D6 + 1 + Str | -1/+3 | 2 lbs | 40 |
| Self bow, long[5] | | D6 + Str | -1/+3 | 1 lb | 45 |
| Self bow, short[3] | | D4 + Str | -1/+3 | 1 ma | 35 |
| **Concussion Weapons (Thrown)** | | | | | |
| Battle Axe, short (-1 OV) | | D8 (+0) | +0/+0 | 3 ma | 10 |
| Club | | D3 (+0) | +2/-2 | 3 ma | 10 |
| Hammer | | D4 (+0) | +2/-2 | 2 lbs | 10 |
| Rock | | D3 + Str | +2/-2 | Str * lbs | 10 |
| Throwing axe | | D8 (+0) | +0/+0 | 3 ma | 10 |
| **Lead-Weighted Darts (Thrown)** | | | | | |
| Lead-weighted dart | | D3 (-3) | -1/+1 | 3 oz | 20 |
| **Slings** | | | | | |
| Sling | clay bullet (-1 OV)[5/6] | D3 (-3) | +2/-2 | 2 oz | 45 |
| | lead bullet (-1 OV)[5/6] | D4 (-3) | +2/-2 | 2 oz | 55 |
| | stone (-2 OV)[5/6] | D3 (-3) | +2/-2 | 2 oz | 40 |
| Staff sling | clay bullet (-2 OV)[7] | D6 (-1) | +2/-2 | 1 lb | 70 (minimum 15) |
| | lead bullet (-2 OV)[7] | D6 + 1 (-1) | +2/-2 | 1 lb | 80 (minimum 15) |
| | stone (-3 OV)[7] | D6 (-1) | +2/-2 | 1 lb | 60 (minimum 15) |
| **Spears (Thrown)** | | | | | |
| Angon | | D10 (+0) | -1/+1 | 7 ma | 15 |
| Javelin | | D6 (-2) | -1/+1 | 1 lb | 25 |
| Light javelin | | D4 (-3) | -1/+1 | 1 ma | 20 |
| | w. spear sling[8] | D8 + 1 (-3) | -1/+1 | 1 ma | 40 |
| Spear | normal | D8 + 1 (-1) | -1/+1 | 2 lbs | 15 |
| | winged | D8 + 1 (-1) | -1/+1 | 2 lbs | 10 |
| Trident | | D10 (+0)[9] | -2/+1 | 5 ma | 10 |

[1]A character with less than minimum Str must subtract the difference between his Str and minimum Str from DV (to a minimum of +0) and add the difference to the MS penalty when using that shield. See the skill Crafts and Trade (The Land of Thulê). Bows, crossbows and thrown rocks are listed with Str added to the damage of the weapon. This means that a rock used by or a weapon made for a creature with e. g. +2 Str, has a minimum Str of +2.

[2]When shooting/throwing in confined space (e. g. indoors or in a dense forest) long range is the maximum range for crossbows, short range is the maximum range for lead-weighted darts and medium range is the maximum range for all other missile weapons.

[3]-1 to hit in confined space.

[4]You can normally shoot a crossbow only every second round, meaning it takes one round to load a crossbow.

[5]-2 to hit in confined space.

[6]A sling (but not a staff sling) can be used in combination with a wicker shield.

[7]Staff sling can not be used at all as a missile weapon in confined space. You can normally shoot with a staff sling only every second round, meaning it takes one round to load a staff sling. See **Combat Modifications**.

[8]You can throw a light javelin every other round if you use a spear sling. You can load a spear sling and walk with the weapon ready for use. If you have the Spear Thrower talent you can also jog with the weapon ready for use. A spear sling can be used as a mêlée weapon. See list of mêlée weapons.

[9]Double the AV of any target hit by a trident. It is very hard to penetrate armour with a three-pronged spear.

**Arrows and bolts are listed assumed to have heads made of iron. If the head of the arrow/bolt head is made from other materials modify the weapon statistics like this:**

**Aurichalcum:** damage +1

**Bone** (still commonly used for small game hunting): damage -1, if used against a target wearing metal armour the target's AV is an extra 2

**Bronze:** if used against a target wearing metal armour other than one made from bronze the target's AV is an extra 1

**Flint** (still sometimes used for hunting): damage +2, if used against a target wearing metal armour the target's AV is an extra 2

| Base Range | Range | OV Mod |
|---|---|---|
| *1 | Short | +0 |
| *2 | Medium | -2 |
| *4 | Long | -6 |
| *8 | Extreme | -12 |

Mêlée weapons not listed in the thrown weapons list can also be thrown, and they are then defined as *improvised* and treated like rocks, but with the Cut/Shock mod of the weapon.

Sometimes, players may want their characters to use their missile weapons in mêlée, and unless these are listed in the mêlée weapons list they should be treated simply as Unarmed, but (unless it's a sling) with a -4 to DV (instead of the normal -5 DV for Unarmed)

**The Angon**

The angon has a few special qualities. It is designed to, when thrown, penetrate (and possibly injure the shield bearer) and get stuck in the enemy's shield, rendering the shield useless, and to bend it's tip when it hits, rendering the angon useless (i. e. it can not be picked up from the ground and be thrown back by your enemy) – something that also makes it not so good for mêlée (giving it -2 DV). In MYFAROG this means that (if the target carries a shield) the angon gets stuck in the enemy's shield if the thrower achieves a near miss (damage / 2) or a hit (damage). When the angon gets stuck in the shield it takes D6 rounds to remove it. If the angon is not removed the shield is unusable until this happens. If a character removes the angon during a mêlée he receives a -6 DV (MÊ) mod and he will not be able to Dodge for all the D6 rounds it takes to remove it. It takes 3D6 rounds to straighten out the tip of an angon after it has been bent.

### Slings

For an untrained slinger to hit anything he aims at on any ranges is actually quite a feat. A slinger can indeed become a rather good shot, but it takes a lot of practise (i. e. gain Missile Training and perhaps a few experience levels too) before you can expect him to hit his targets more often than he misses them. When your character has become a skilled slinger he will have a very deadly and easily portable missile weapon available, not restrained by wind or weather and with stones freely available in the wilderness. The slings and in particular the staff slings (when loaded with a lead bullet) also have the best ranges of all the missile weapons in MYFAROG.

### The Throwing Axe (Optional Rule 8)

The throwing axe behaves somewhat unpredictably when it misses its intended target and instead hits the ground near it; the axe tends to bounce in a fairly random direction (much like a rugby ball), at great peril for anyone nearby. So if it misses its intended target when thrown and there are someone (friend or foe) located somewhere within 10' in all directions behind or to the left or right of the intended target there is a chance the throwing axe bounces off the ground and hits one of them instead. In MYFAROG this means the player (or myth master) needs to cast a D20 whenever there is a chance for the throwing axe to hit anyone (or perhaps anything) else instead whenever a character misses his intended target.

| Number of potential targets | Potentially hits one on (D20): |
|---|---|
| 1-2 | 1-2 |
| 3-4 | 1-3 |
| 5-6 | 1-4 |
| 7-8 | 1-5 |
| 9-10 | 1-6 |
| 11-12 | 1-7 |
| 13-14 | 1-8 |
| ≥ 15 | 1-9 |

If aware of the axe and able to use Dodging, the unintended target hit can test Dodging against DD 14 to see if he is able to dodge the throwing axe. Add the shield mod for DV (MI) if he carries one to, and subtract his size from, the result. A Semi-Success or better means he successfully dodges the bouncing throwing axe.

If the throwing axe does hit someone (or something) when bouncing it inflicts weapon damage (normally D8).

### The Range of Thrown Weapons

The base ranges of thrown weapons are pretty good in MYFAROG by modern standards, but this is so because evidence suggests that the average ancient man was in fact able to throw farther than even our modern champions.

**"Where many die there is no fear of death."**

Hâvamâl, stanza 1

**"Gâttir allar,**
**âðr gangi fram,**
**um skoðask skyli,**
**um skyggnast skyli,**
**þvî at ôvîst er at vita,**
**hvar ôvinir**
**sitja â fleti fyrir."**

(Before you enter
all doors,
you shall look,
you shall peek in,
because it is unknown
where enemies sit
on the benches.)

Hâvamâl, stanza 142

**"Rûnar munt þû finna**
**ok râðna stafi,**
**mjök stôra stafi,**
**mjök stinna stafi,**
**er fâði fimbul-þulr**
**ok gerðu ginnregin**
**ok reist hroftr rögna"**

(You will find secrets
and interpret signs,
very important signs,
very strong signs,
written by a great sage
and made by powerful gods
who also built a roof for the powers [i. e. a temple].)

# The Land of Thulê

**Go to www.myfarog.org to find a digital map of Thulê.**

The year in Thulê lasts thirteen months, each made up of 4 weeks with 7 days each – and a New Year's Day, which every leap year lasts for two days. All the months last exactly 28 days, and thus 4 weeks. See **The High Festivals.**

The seas surrounding Thulê are called Dawnsea to the East, Burning to the South, Evening-Sea to the West and North-Sea to the North. Most traffic in Thulê occur on the seas. The main road on land is usually no bigger than a cart track, but it is still some stretches paved with cobblestones. It has for all ages been called Alfarway, which has been interpreted as meaning either "the road fared by all ("all-fare-way") or – more rarely – "the road of the elves" ("alfar-way"), because some believe "the road was built for the deities by the dark elves in the Golden Age". Other roads in Thulê are usually mere pathways.

There are nine regions in Thulê, and each is divided into many realms. Sometimes, several tribes claim the same realms, and many hunter-gatherer tribes think of the entire region they live in as their realm – and they might well have no problems sharing it with other hunter-gatherer tribes. Each tribe is ruled by a sorcerer- or god-king (and more rarely by a queen. See the Sol Invictus comment [page 48]). These (often tiny) kingdoms are what we would define as theocracies or perhaps aristocracies (in the most positive meaning; "rule of the best"). Some of these kingdoms are named after and based around a (single) city-state (a town, a burg or a stead) or just a small village (even a hamlet), others are made up of what we can define as pristine nature and are based around not an area, but simply the King and the Queen – wherever they live.

The different realms have their own peculiar artistic expressions, often distinctive architectural styles, favourite deities and traditional weapons common to the tribes of the realm, but these peculiarities are not enough to make them into separate cultures, so they are instead defined in MYFAROG as subcultures. All the realms have a common tongue (Thulêan). In some of the realms the majority of the tribes are Religious, in others the majority are Traditional, but you will find both life stances in all realms and possibly in all tribes as well.

The tribes are groups of individuals who can all trace their origin to the same progenitor. The tribes with a predominately Religious life stance have a male progenitor. The tribes with a predominately Traditional life stance have a female progenitor. Most tribes still have both Religious and Traditional tribesmen, but the tribe itself and its rules are either or.

In tribes with a Religious life stance the oldest male family members inherit titles and land. In tribes with a Traditional life stance most beautiful female family members inherit titles and land. Tribes with (S) next to the name have a predominately Traditional (Seiðr) life stance. The others all have a predominately Religious (Âsatrû) life stance. About 75% of the Thulêans in Thulê are Nobles, about 20% are Free Men and about 5% are Thralls. About 85% of the Khemetians are Free Men and about 15% are Thralls. The number of God-fathered, Goddess-borns, Elf-borns, Outlaws (of any race) and Fairlings in each realm is unknown. The Herlið (army) of each tribe makes up about 20% of the tribe's entire population.

The tribes all have a seat, i. e. a place where they (if they don't already live there all the time at least) meet for important gatherings, such as high festivals and the Thing. A seat can also be just a grove in a forest, possibly only known to the tribesmen.

| Tribe Size | # Tribesmen |
|---|---|
| Huge | ≥ 10000 |
| Very Large | 5000-9999 |
| Large | 2500-4999 |
| Medium | 1000-2499 |
| Small | 500-999 |
| Very Small | 250-499 |
| Tiny | ≤ 249 |

Some small tribes have seats in large settlements, and some large tribes have seats in small settlements, and live mostly elsewhere.

Some seats may have names suggesting they are smaller or larger than they really are (like a name with "village" in it can actually be a town), because they got their names when they were indeed smaller or larger than they are today.

| Unit | # Inhabitants | Description |
|---|---|---|
| House | 1-20 | A household |
| Yard | 1-20 | A house surrounded by a fence or wall |
| Thorp | 2-120 | A small village, a group of yards or houses |
| Hamlet | < 1200 | A group of thorps without a market place and/or a temple |
| Village | < 1200 | A group of thorps with a market place and a temple |
| Town | 1200-7200 | A large village |
| Stead | > 7200 | A large town |
| Burg | ≥ 1200 | A fortified town or stead |

**Borders**

The borders between the different realms are usually defined by natural boundaries, such as mountain ranges, rivers, coast lines, the end of the forest, the beginning of the bog and the edge of the settlement.

**Agadîr** ("frightening"), the region made up of Lynxfoot Island (*alias* Westbay Island) and Fire Island, is known for its four ziggurats (combined palaces and temples having the form of terraced step pyramids of successively receding levels), in Dance Cove, Ballstead, Grave Valley and Stemsound. NerþuR is the most popular deity in Agadîr. Population: 96% Thulêans, 4% Khemetians. There are five Religious tribes in Agadîr. The lynx (or just a lynx' paw) is the most common symbol of Agadîr. Real world resemblance: Indo-Aryans, Persians and Sumerians.

**"A door must be either shut or open."**

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Eriduii (Medium) | Dance Cove (2720) |
| Larsa (Medium) | Ballstead (780) |
| Shuruppagii (Large) | Grave Valley (1550) |
| Sipparii (Small) | Stemsound (1010) |
| Tibarii (Medium) | Meadowstead (90) |

### Xenia

The importance of xenia, or guest-friendship, in Thulê means that even on the battlefield, if two opponents descend from ancestors who used to be friends then they will not fight each other. It also means that most ambassadors in the Thulêan nations have some sort of guest-friendship with at least some of the leaders of the nation they are ambassadors in.

**Andâlanga** ("thorough spirit"), the region made up of Weather Island, is known for the beautiful High Fire temple in Kingscove Bay, dedicated to SuwilaR, the most popular deity in Andâlanga. Population: 95% Thulêans, 5% Khemetians. There are three Religious tribes in Andâlanga. The sun wheel is the most common symbol of Andâlanga. Real world resemblance: Dacians, Goths and Thracians.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Bastarnae (Small) | Nordland (100) |
| Ciaginsi (Small) | Southland (150) |
| Daci (Small) | Kingscove Bay (760) |

**Ellinea** ("ancient"), the region made up of Eastbay (*alias* Bay) Island and Yearstone Island, is known for its two quite magnificent marble temples, in Coolfishing Village and Hawser Bay. Sagôn is the most popular deity in Ellinea. Population: 97% Thulêans, 3% Khemetians. There are eleven Religious tribes in Ellinea. The owl is the most common symbol of Ellinea. Real world resemblance: Greeks, Illyrians, Lydians and Phrygians.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Argolii (Small) | Groundstout (110) |
| Arktonessos (Medium) | Sowvalley (150) |
| Elisii (Medium) | Sand (110) |
| Lakonii (Large) | Streamcove (130) |
| Lykiaii (Medium) | Lairgrave (120) |
| Maeonii (Medium) | Coolfishing Village (4230) |
| Malea (Medium) | Hindfish Village (400) |
| Pierii (Large) | Hawser Bay (1710) |
| Sithonii (Medium) | Firewood (130) |
| Taenarum (Medium) | Westfjord (150) |
| Toxandri (Small) | Onion Cove (120) |

**Erulia** ("thinking"), the region made up of the boggy Spirit Island, is known for its wood- and stonehenge temple, in Spirit Cove. WôðanaR is the most popular deity in Erulia. Population: 99.5% Thulêans, 0.5% Khemetians. There are seven Religious and seven Traditional tribes in Erulia. The cave bear is the most common symbol of Erulia. Real world resemblance: Angles, Franks, Frisians, Jutes, Saxons, Suebians and other West-Germanic peoples.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Avarpi (Large) | Pale (460) |
| Brisgavi (S) (Medium) | Dwarfmount (90) |
| Danduti (S) (Medium) | Cutstone (130) |
| Fervir (Medium) | Ettinisland Harbour (220) |
| Hilleviones (Medium) | Bog (2040) |
| Reudigni (Large) | South-Nordflour (160) |
| Rus (Small) | Wardenholm (90) |
| Ruticli (S) (Medium) | Shield Harbour (90) |
| Sabalingi (S) (Small) | Spiritess (100) |
| Sibini (S) (Small) | Bearskin (1410) |
| Suniki (S) (Large) | Cove (130) |
| Triboki (S) (Large) | Stave (100) |
| Veneti (Small) | Southflour (130) |
| Viruni (Medium) | Spirit Cove (2630) |

**EtunahaimaR** ("world of hunger"), *alias* The Hideous Hunger, is the domain of the ettins. It is not a realm as such, but a name used for all the areas in all the human realms of Thulê eaten up by the destructive power of the ettins; the deepest forests, the largest bogs, the tallest mountains, the most dangerous seas and the other unsafe places of the Earth. Everything eaten up by the power of the ettins has changed; the trees have become unnatural, twisted and grotesque, many animals larger and more aggressive, men more savage, the air colder and the weather wilder. At the centre of this domain is the deity WumîaR, *alias* Beleþôrn, and his lair. You know that you have entered EtunahaimaR by the change in atmosphere; there is silence as heard nowhere else, often broken by distant shrieks and screams from all sorts of dangerous creatures, and the sky itself has a strange glow when seen from EtunahaimaR.

### Honourable Men & Women

Modern propaganda often tells us that: "prostitution is the oldest profession in the world", and perhaps this is true for other parts of the world, but in most parts of Europe this is not at all true. Prostitution apparently did exist in some form in Ancient Greece and in the Roman Empire in Classical Antiquity, but elsewhere in Europe prostitution didn't exist at all until after the Christianisation. In Thulê native women are like the women were in most of Ancient Europe; too honourable to engage in such activities (and native men too honourable to want it any differently).

**Gemahlewa** ("gem lee"), *alias* SwartalbahaimaR ("black elf world") and The Dangerous Darkness, is the hidden and vast underground kingdom of the dark elves, and is ruled by the lord of the dwarves, the unsympathetic god Lukan. You can find entrances to Gemahlewa all over Thulê, or you can gain access by asking HaimadalþaR for a Trojan Horse as a favour. Some claim the tunnels of Gemahlewa spread out under the surface all across and even through the planet. All caves and mines are believed to be – through secret passages only known to the dwarves – connected to this one vast underground network of tunnels.

**"The sky is no less blue only because the blind can not see it."**

**Priþeniô** ("painted"), the region made up of the Eastern side of Hind Island and Source Island, is known for its four pairs of wood- and stonehenge temples. The temples are named after the sacred object stored in these temples: The Stone of Destiny in Highstead, The Sacred Spear in Wedgeground, The Sacred Cauldron in Birch-Headland and The Sword of Light in Heap-of-Stones. FraujaR is the most popular deity in Priþeniô. Population: 99.5% Thulêans, 0.5% Khemetians. There are eight Religious and nine Traditional tribes in Priþeniô. The boar is the most common symbol of Priþeniô. Real world resemblance: Britons/Picts, Celtiberians and Gauls.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Baiocasses (Medium) | Highstead (24310) |
| Boi (S) (Large) | Spell Lake Forest[1] |
| Brannovices (Medium) | Grainmeadow (2230) |
| Caturiges (Very Large) | Streamycove (200) |
| Cenomani (S) (Huge) | Densewood[2] |
| Curiosolitae (Medium) | Rottenwood Bay (120) |
| Insubres (Large) | Wedgeground (180) |
| Krobyzoi (Medium) | Beach (510) |
| Lexi (S) (Very Large) | Densewood[2] |
| Morini (S) (Large) | Houndstead Forest[3] |
| Redones (Medium) | Heap-of-Stones (250) |
| Salassi (S) (Huge) | Edgeheadland (320) |
| Sequani (S) (Medium) | Houndstead Forest[3] |
| Tolosates (Very Large) | Birch-Headland (1550) |
| Treveri (S) (Large) | Densewood[2] |
| Vindelici (S) (Medium) | Spell Lake Forest[1] |
| Volcae (S) (Medium) | Densewood[2] |

[1]This is a sacred forest (with many lakes) located in the North North-East of Hind Island.
[2]This is a sacred forest located in the North-East of Hind Island.
[3]This is a sacred forest located in the South-East of Hind Island.

### Sol Invictus

When a king or queen dies in Thulê the next to become king or queen (see the high festival White Tuesday) will go through a Religious or Traditional ritual and become the old king or queen. So the new king or queen will have the exact same name (and honour and debt...) as the old one had, and the king or queen will in that sense just change a bit and then continue to rule the tribe. Reborn. Like the Sun every morning in the East. Queens only rule if the king is too young to rule (i. e. has not yet reached his biological adulthood), or if the king has not yet been reborn (and if no man is worthy to become the new king this might actually take some time).

The name of the king or queen is always the same as the name of the tribe, only with a masculine ending (-us) for kings and a feminine ending (-a) for queens. E. g. the king of Larsa is always called Larsus and the queen Larsa; the king of Sipparii is always called Sipparius and the queen Sipparia; the king of Favonae is always called Favonus and the queen Favona, *et cetera*. Only the king and queen are allowed to be named after the tribe's progenitor. See the high festivals Valborg's Night.

**"If you fear death, you are already dead."**

### Polygamy in Thulê

The practice of polygamy is common in Religious societies in Thulê; great heroes are encouraged to not only marry, but also to take concubines, not to satisfy their lusts or anything like that, but to produce more children inheriting their heroic nature. The children of such concubines have the same status and rights (and duties) as the children of the man's wife.

**Skanþinawiô** ("Skanþan's islands"), the region made up of Birch Island, Sand Island and Hollow Island, is known to be the least civilised of all the Thulêan realms and is populated by mainly hunter-gatherer tribes with a Traditional life stance. Skanþan is the most popular deity in Skanþinawiô. Population: 100% Thulêans. There are nine Traditional tribes in Skanþinawiô. The raven is the most common symbol of Skanþinawiô. Real world resemblance: Balts, Finns and Scandinavians.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Augandzi (S) (Small) | Thing-Grove[1] |
| Berki (S) (Small) | Birch (460) |
| Charudes (S) (Medium) | Linenmount (110) |
| Curonians (S) (Small) | Sand (150) |
| Granni (S) (Small) | Thing-Grove[1] |
| Inkerins (S) (Medium) | Thing-Grove[1] |
| Njars (S) (Very Small) | Grovecove (180) |
| Scalvians (S) (Medium) | Thing-Grove[1] |
| Suehans (S) (Small) | Allcove (150) |

[1]This is a sacred forest located in the centre of Hollow Island.

**Skudia** ("archers"), the region made up of the West side of Hind Island, is known for its largely unfortified settlements and widespread use of archers in war. HadnuR is the most popular deity in Skudia. Population: 96.5% Thulêans, 3.5% Khemetians. There are ten Religious and six Traditional tribes in Skudia. The wolf is the most common symbol of Skudia. Real world resemblance: Magyars, Sarmatians, Scythians and Slavic peoples.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Agathyrsi (Medium) | Foreheadland (100) |
| Almopians (S) (Huge) | Riverwall (120) |
| Apsynthi (Very Large) | Spearcove (170) |
| Astae (S) (Large) | Woodchop Forest[1] |
| Breuki (Small) | Whiteheadland (600) |
| Daradni (Large) | Sheheadland (170) |
| Dersaei (Tiny) | Block (90) |
| Jaxamatae (S) (Large) | Hers (600) |
| Kikones (S) (Small) | Seawood[2] |
| Lendizi (Large) | Siegfjord (790) |
| Obo Trites (S) (Small) | Woodchop Forest[1] |
| Paeti (Large) | Breadring (90) |
| Paionians (S) (Small) | Seawood[2] |
| Ruxalani (Medium) | Meadtown (110) |
| Sapaei (Very Small) | Hillsideland (280) |
| Thyni (Small) | Forefjord (170) |

[1]This is a sacred forest located in the centre of South-Western Hind Island in Skudia.
[2]This is a sacred forest located in the centre of North-Western Hind Island in Skudia.

**Thulê** ("land of the sages") is still thought of as a kingdom by the few remaining Fairlings – but their sorcerer-kings are long lost to them, and they have also lost all hope that they will ever return. There are in theory five Traditional tribes in Thulê, but in practise they no longer exist and they have no territories any more. A deer antler is often used as a symbol of Thulê. Real world resemblance: Proto-Europeans (i. e. Neanderthals).

| Tribe (all Tiny) | Seat |
|---|---|
| Âdogi (S) | Thing-Grove (in Skanþinawiô) |
| Ahelmil (S) | Woodchop Forest (in Skudia) |
| Buri (S) | Houndstead Forest (in Priþeniô) |
| Naharvâli (S) | Densewood (in Priþeniô) |
| Vangiones (S) | Spell Lake Forest (in Priþeniô) |

**Tawia** ("two lands [near the water]"), the region made up of Meshcove Island and Wolf-Foot Island, is known for its stone temples and pyramid burial mounds. SuwilaR is the most popular deity in Tawia. Population: 94% Thulêans, 6% Khemetians. There are nine Religious tribes in Tawia. The 'eye (on the sky)' is the most common symbol of Tawia. Real world resemblance: Egyptians and Minoans.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Auteini (Medium) | Peacemeadow (130) |
| Ebdani (Medium) | Seaspray Headland (1120) |
| Nagnatae (Small) | River (100) |
| Pharodini (Medium) | Millheadland (110) |
| Robogdi (Small) | Peak (180) |
| Tubanti (Small) | Hoodstead (1380) |
| Usdiae (Medium) | Reindeer (320) |
| Volunti (Small) | Rankmount (120) |
| Zumi (Small) | Southbay (450) |

**Monuments in Thulê**

In theory there are too few natives in Thulê for them to produce anything grand, but in practise the natives have built many vast monuments; pyramids, ziggurats, tall towers, fortified towns, stonehenges, woodhenges and so forth, because they have taken their time and have spent many generations to complete their different projects, and what they built they built so strong it lasted forever.

**Trôskenia** ("tower gate"), the region made up of Long Island and Highcliff Sail, known for its tall buildings and towers, and its circular marble pantheon (a huge temple dedicated to all the deities!) in Dimland. ÞunaR is the most popular deity in Trôskenia. Population: 96% Thulêans, 4% Khemetians. There are thirteen Religious tribes in Trôskenia. The cave lion is the most common symbol of Trôskenia. Real world resemblance: Aquitanians, Etruscans, Iberians and Italic peoples.

| Tribe (size) | Seat (≈inhabitants) |
|---|---|
| Aquitani (Medium) | Claw (170) |
| Aurncians (Large) | Stream (9400) |
| Etrurii (Medium) | Watchman (90) |
| Hercinians (Very Large) | Allbay (340) |
| Leponticii (Large) | Boardland (170) |
| Liburnianii (Medium) | Longbog (2050) |
| Lucanii (Medium) | Logfield Headland (3200) |
| Marrucinii (Large) | Dimland (10080) |
| Messapicii (Large) | Stringbay (230) |
| Oscii (Very Large) | Hillside (2660) |
| Pelignii (Large) | Flourhillside (2130) |
| Pikene (Medium) | Spearstead (250) |
| Sannitii (Very Large) | Sound (160) |

**Weather Forecasting**

Those living in harmony with nature know that our planet is communicating a lot with us, and amongst the things she tells us (in good time before the weather changes) is that the weather is going to change. Weather Forecasting could have been a skill in MYFAROG, but being able to accurately forecast the weather was as much common knowledge in Antiquity as knowing how to read a wrist watch is today, so it has not been included as a skill in MYFAROG. Instead the myth master should assume that each and every character is able to accurately forecast the weather at least 1 day (or Int days) ahead. See **Weather & Wind**.

## Weather & Wind

Every early morning (i. e. sunrise) the myth master casts dice to find the weather and wind effects for that day; he casts dice one time for weather type, one for temperature, one for wind direction and one for wind strength. The spell Manipulate Weather can influence the weather and temperature and the spell Manipulate Wind can influence the wind strength and/or direction. The time of year also influences the weather.

**Caverns Deep**

All deep natural caves have a constant 13 degrees temperature.

The base temperature in the early Thulêan morning is 3 + 2D6 (+/- any mods for wind direction, month and for the spell Manipulate Weather) degrees *Celcius*. When morning turns to day the temperature rises ≈ 9 degrees, then it drops in the evening with ≈ 3 degrees and another ≈ 9 degrees when night falls. The temperature is always 5 degress lower in EtunahaimaR, and 1 degree lower for every 500' above sea level.

| Weather | 3D6[1] |
|---|---|
| Clear sky | ≤ 10 |
| Partly clouded | 11-12 |
| Clouded | 13-15 |
| Clouded and rain[2] | 16-17 |
| Clouded, rain[3] and thunder | ≥ 18 |

[1]+/- any mods for month, for casting the spell Manipulate Weather and +5 if in EtunahaimaR.
[2]Cast a D6 on the rain table to find the type of rain.
[3]Always rain, unless it is freezing temperatures, in which case it snows instead.

| Rain | D6 |
|---|---|
| Fog | 1 |
| Fog and drizzle[1] | 2 |
| Drizzle[1] | 3 |
| Rain[1] | 4-5 |
| Hail[1] | 6 |

[1]Snow if freezing temperatures.

| Wind direction | 2D6[1] | Temperature |
|---|---|---|
| Easterly | ≤ 2 | -2 |
| South-easterly | 3 | -4 |
| Southerly | 4 | -6 |
| South-westerly | 5 | -2 |
| Westerly | 6-7 | +0 |
| North-westerly | 8-9 | +2 |
| Northerly | 10-11 | +4 |
| North-easterly | ≥ 12 | +0 |

[1]+/- any mods for casting the spell Manipulate Wind.

| Month | Season | Wind Strength | Weather | Temperature |
|---|---|---|---|---|
| Walaskelbijô | Winter | +3 | +2 | -9 |
| Hemenaberga | Winter | +2 | +3 | -13 |
| LandawîduR | Winter | +1 | +2 | -20 |
| SinkwabankiR | Winter | +0 | +0 | -7 |
| ÞruðôhaimaR | Spring | +0 | +2 | +3 |
| Braiðôblika | Spring | +0 | +0 | +7 |
| Nôwatuna | Spring | +0 | +0 | +8 |
| GlîtnijaR | Summer | -1 | -1 | +9 |
| FulkawangiR | Summer | -1 | -1 | +10 |
| AlbahaimaR | Summer | +0 | +0 | +7 |
| GlaðashaimaR | Autumn | +1 | +2 | +0 |
| ÞrîmahaimaR | Autumn | +2 | +4 | -3 |
| ÎwadalaR | Autumn | +3 | +6 | -4 |
| (NuhieradagaR) | (New Year's Day) | +4 | +8 | -7 |

| Wind Strength | Wind Speed | 3D6[1] | DD[2] |
|---|---|---|---|
| Calm | 0-1 knot | ≤ 5 | +0 |
| Light air | 1-3 knots | 6-8 | +0 |
| Light breeze | 4-6 knots | 9-11 | +0 |
| Gentle breeze | 7-10 knots | 12-13 | +0 |
| Moderate breeze | 11-16 knots | 14 | +1 |
| Fresh breeze | 17-21 knots | 15 | +2 |
| Strong breeze | 22-27 knots | 16 | +2 |
| Moderate gale | 28-33 knots | 17 | +2 |
| Fresh gale | 34-40 knots | 18 | +2 |
| Strong gale | 41-47 knots | 19 | +2 |
| Whole gale | 48-55 knots | 20 | +3 |
| Storm | 56-63 knots | 21 | +3 |
| Hurricane | ≥ 64 knots | ≥ 22 | +4 |

[1]+/- any mods for month and for casting the spell Manipulate Wind. See also month. +5 if in EtunahaimaR.
[2]Seamanship/Swimming (in sea) DD.

## Travel & Survival

| Travelling | DD |
|---|---|
| After the first rest (up to 2 hours travelled that day) | 16 |
| After the second rest (+2 hours travelled that day) | 18 |
| After the third rest (+2 hours travelled that day) | 20 |
| After the fourth rest (+2 hours travelled that day) | 22 |
| After the fifth rest (+2 hours travelled that day) | 24 |
| After the sixth rest (+2 hours travelled that day) | 26 |
| Carrying a medium load | +1 |
| Carrying a heavy load | +3 |
| The traveller is a Ranger or Stalker | -2 |
| Jogging | +2 |
| Jogging (1 hour) *and* walking/sneaking/tracking (1 hour) | +1 |
| Passenger of boat/ship/wagon | -4 |
| Riding/driving a wagon | -2 |
| Riding fast | +0 |
| Row a boat | +2 |
| Sail a ship | -2 |
| The *highest* or *lowest* temperature that day: | |
| ≥ +21 | +1[1] |
| +5 to -5 degrees | +1[2] |
| -6 to -10 | +2[2] |
| -11 to -20 degrees | +4[2] |
| ≤ -21 degrees | +8[2] |
| Walking/sneaking/tracking | +0 |

[1]The DD for high temperatures is negated by positive Heat Toughness.
[2]The DD for low temperatures is negated by positive Cold Toughness, including any Cold Toughness characters get from wearing warm clothes. See Clothes, Hides & Armour under **Trade**.

Thulê is a mountainous land with thickset forests and many and large (usually to a great extent tree-covered) bogs. There is very little open land. The forests are old and the mountains rise very high. It is often extremely difficult to travel outside the Alfarway and paths. The forest of Thulê is like a wilderness of dense overgrowths. The surface is slippery and uneven, moss-clad and rocky. The trees and bushes grow thick and there are many small creeks and rivers too. Steep cliffs make travel even more dangerous – and getting around on horseback is quite impossible. There is only a little cultural landscape in Thulê, because agriculture is still relatively new to the peoples of Thulê.

A character travelling must test his Stamina *at the end of every rest* (i. e. every 2 hour period). A character *not* travelling, but *just spending time in very low temperatures* (i. e. ≤ 5 degrees) must test his Stamina as if he was travelling (and the DD is *only* modified by temperature and -6 if he lights a bonfire or has a tent, or -8 if he has both). **NB!** Most caves have a constant +13 degrees temperature.

A negative MS mod of armour worn shall also be added as a *positive* modifier to the Stamina DD for travelling.

| Stamina Travel Result[1] | Consequence |
|---|---|
| Critical Failure | Weary until he has slept one night[2]. |
| Failure | Tired until he has slept one night[2]. |
| Semi-Success | Tired until he has slept one night[2]. |
| Success | Still rested[2]. |
| Critical Success | Still rested, and he could even assist another character on the way (-2 DD for that character). |

[1]There are no natural results for this test.
[2]The character also needs to test his Wil every Rest he tries to stay awake between 22:00 and 06:00 (e. g. to keep watch). The DD is 3 for Success, 6 for Semi -Success, 9 for Failure and 12 for Critical Failure. DD is +1 for every additional Rest he stays awake. A character does not need to test Wil to stay awake if he has slept 6 or more hours that night same.

An Exhausted character who sleeps for at least one night (≈ 6 hours) will be Weary instead. A Weary character who sleeps for at least one night will be Tired instead. A Tired character who sleeps for at least one night is no longer be Tired. See Resting. A character already Tired from travelling will become Weary if he becomes Tired again from Travelling, or Exhausted if he becomes Weary. A character Exhausted from travelling who becomes Tired again from travelling will lose D6 HP, or D8 if he becomes Weary. A Tired character must test Wil against DD 6 *every hour* in order to be allowed to continue his travelling. A Weary character must test Wil against DD 8 *every hour* in order to be allowed to continue his travelling. An Exhausted character must test Will against DD 10 *every hour* in order to be allowed to continue his travelling.

| Travel Mode | Road[1] | Path/Fields[1] | Bog[1/2] | Mountain[1] | Forest[1] | Gemahlewa |
|---|---|---|---|---|---|---|
| Sneak *and* Track | 1 | 1[3] | 1[3] | 1[4] | 1[3] | 1[4] |
| Sneak *or* Track | 2 | 2[3] | 2[3] | 2[4] | 2[3] | 2[4] |
| Walk | 4 | 3[3] | 2[4] | 2[4] | 2[4] | 2[4] |
| Jog | 6[3] | 5[4] | 4[5] | 3[5] | 3[5] | n/a |

[1]Add the spell PL * miles per hour for the spell Seven-Miles-Boots, but only if walking or jogging. Subtract 1 mile per hour for every full 1' of snow on the ground, 2 if the ground is muddy (and it will be after much rainfall, unless travelling on a paved road), and 1 if there is a fog. If the travel speed is modified to 0 or less miles per hour, travel is so hard that it takes 2 hours (or more!) instead to travel 1 mile. Skis have not (yet) been invented in Thulê.

[2]Use the Path/Fields if there were freezing temperatures the night before.

[3]Test Acrobatics against DD 5 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

[4]Test Acrobatics against DD 8 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

[5]Test Acrobatics against DD 8 (+1 for every hour travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

### Aurora Borealis

The Northern Lights are frequently seen in Thulê, especially during the winter months. The phenomenon is caused by light elves dancing in the sky, on their way to or from Alinnôss. The Northern Lights phenomenon is also in Thulê called "The Road of the Bees", because the Traditional men see the spirits of the noble dead not as light elves, but as bees, able to fly up to the Sky. This has also created some misconceptions of what an elf really is, making some think of them as "sprites" (spirits) shooting arrows (bee stings) and being able to turn themselves invisible (which would explain why we sometimes lose track of where the bee we just saw went).

Travel speed depends on several factors, like where you travel, mode of travel and your own (or your guide's) Navigation skill. See the skill Navigation.

All times listed in the travel mode tables are the miles per hour you travel in different types of terrain. See the skill Navigation.

A character enjoying the effects of the spell Flight travels just over one road (i. e. 29 miles) per hour (and will need to spend any SP doing so).

If a character achieves a Failure or a Fumble when he tests his Acrobatics because of travelling he must cast D6 and refer to the relevant table to find the consequence. If he achieves a Critical Failure he must cast D6 + 1 instead.

You can not ride in a bog, in the mountains or in the forest, unless you travel on a road or path – but it is then defined as travel on a road or a path instead. The riding animal becomes tired when travelling as the rider does. See **Travel & Survival.**

| D6 | Acrobatics Failure in Bog |
|---|---|
| 1-2 | He falls and takes D6 - 3 damage |
| 3-7 | He falls into a bog and must test his Swimming against DD 8 and then Climbing against a random DD to get out[1] |

[1]If freezing temperatures this is instead a fall through the ice or into freezing water with a +2 added to the Swimming DD. If the freezing temperatures have lasted for more than one full day and night it is instead a normal fall 0' on the solid ice (D6 – 3 damage). See **Weather & Wind** and the skill Swimming.

| D6 | Acrobatics Failure in Forest/Road/Path/Field |
|---|---|
| 1-5 | He falls and takes D6 - 3 damage |
| 6 | He falls 5' down and takes D6 damage |
| 7 | He falls 10' down and takes 2D6 damage |

| D6 | Acrobatics Failure in Mountain/Gemahlewa |
|---|---|
| 1-4 | He falls and takes D6 - 3 damage |
| 5 | He falls 5' down and takes D6 damage |
| 6 | He falls 10' down and takes 2D6 damage |
| 7 | He falls 20' down and takes 4D6 damage |

A 'fall' resulting in damage to a character when travelling, can be everything from a normal fall to a rock slide or a character stepping on a sharp rock. It is supposed to cover everything that can happen to a person when he is travelling.

| Travel Mode | Road | Path/Fields |
|---|---|---|
| Ride a horse | 6[1] | 5[3] |
| Ride fast on a horse | 9[2] | 8[3] |
| Wagon (pulled by horse) | 6[1] | n/a |

[1]Test Riding against DD 5 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

[2]Test Riding against DD 8 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

[3]Test Riding against DD 8 (+1 for every hour travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

| Travel Mode | Air |
|---|---|
| Ride a flying creature | X[1] |
| Ride fast on a flying creature | X * 1.5[2] |

X = The flying creature's flying speed * 720 / 5000. Round up to nearest whole number.

[1]Test Riding against DD 5 (+1 for every two hours travelling) *once every day* when travelling.

[2]Test Riding against DD 8 (+1 for every hour travelling) *once every day* when travelling.

See Birds & Winged Lizards under **Animals** (**The Creatures & Phenomena of Thulê**).

When riding a flying creature all modifications of the travel time from (the skill) Navigation are divided by 3 and rounded down.

| Travel Mode | Lake/Sea[1] | River[2] |
|---|---|---|
| Rowing boat[3] | 4 | 6/1 |
| Ship[3] | 12 | 15/3 |

[1]See Wind Strength.

[2]Downstream/upstream travel (average current).

[3]Test Seamanship against DD 2 (for rowing boats) or DD 5 (for ships) (+1 for every two hours travelling) *once every day* when travelling.

### Wind & Travel

A myth master who wish to can adjust the flying, rowing and sailing speed according to wind strength and wind direction.

### Walls & Forts

Most 'wars' in Thulê are fought by having champions duel, and there are no real siege weapons (save fire balls cast by Sorcerers or Bards), so why are so many towns and even small villages walled in and fortified? The answer is simple: roaming trolls and ettins...

**"Better to turn than go astray."**

## Resting

The character needs day rations (food and drink) and rest (≈ 6 hours sleep each day). If he is without any of these he will automatically become Tired after one day and Weary after two. If lacking food and/or drink, resting does not count as resting.

After three days without drinking the character will fall unconscious and after four days die.

After three days without rest the character will become Exhausted. After four days he will fall unconscious. If a character falls unconscious because of lack of rest he will (unless something happens to him during sleep) wake up Exhausted after he has slept (in his unconscious state) for 6 + D6 hours.

After three days without food the character will get a -1 mod to Stamina every night until he falls unconscious and eventually dies. See the skill Stamina.

## Random Encounters

When travelling in the Thulêan wilderness the characters can encounter different types of creatures. The myth master casts 3D6 *once every rest (i. e. 2 hours)* the characters are travelling or spending time in the wilderness to see if they achieve contact with one or more creatures (unless it is not logical to do so). See below for special rules regarding travel and resting in EtunahaimaR.

| Result | Consequence |
|---|---|
| ≤ 10 | Contact is achieved |
| ≥ 11 | Contact is not achieved |

A party who wishes not to achieve contact with creatures can ask the myth master to add the lowest Stealth proficiency in the party (but never less than 1) to the dice when the myth master tests for random encounters. A party who wishes to achieve contact with any or specific creatures can ask the myth master to subtract the highest Tracking proficiency in the party / 2 (but never less than 1) from the dice when the myth master tests for random encounters.

| Possible Modifications | |
|---|---|
| + | Lowest Stealth proficiency in the party |
| - | Highest Tracking proficiency in the party / 2 |
| -3 | If in EtunahaimaR |

Those who use Stealth and/or Tracking in this manner travel slower. See **Travel & Survival**. It is not possible to use Stealth or Tracking to influence the result when travelling in a vessel or riding.

If travelling or resting in EtunahaimaR the myth master must first of all cast a D20 (once every rest) to see if the party is exposed to one of the ettin phenomena found there.

| D20 | Ettin Phenomena |
|---|---|
| ≥ 7 | None |
| 6 | Ettin Earthstar |
| 5 | Nightmare |
| 4 | White Web |
| 3 | Icewind |
| 2 | Sunstorm |
| 1 | Malaria |
| 0 | Vertigo |
| ≤ -1 | Call of the Kraken |

| Mods to die roll for Ettin Phenomena | |
|---|---|
| -2 | ÞursaR rune is carried by one in the party |
| +1 | Sôwili rune is carried by one in the party |
| +1 | DagaR rune is carried by one in the party |
| -1 | Ettin stone heart amulet is carried by one in the party |

See **The Creatures & Phenomena of Thulê** for more about each creature and ettin phenomenon in the encounter tables.

**Stealthy Trackers**

A party using both Stealth and Tracking can subtract the highest Tracking proficiency in the party / 2 (but never less than 1) from the dice when the myth master tests for random encounters, and then get a positive modification for using Stealth when the myth master is to find out which group discovers the other first.

When the party achieves contact with a creature the myth master needs to find out the type of creatures the party has encountered. Cast 3D6 and refer to the table to find out exactly which creature the party encounters. The creature encountered is either aggressive, peaceful or shy.

| Creature Type | Day[1] D20 | Night[2] D20[3] |
|---|---|---|
| Animals & Cursed Trees | 1-12 | 1-12 |
| Elves & Nymphs | 13 | 13 |
| Humans | 14-20 | 14-15 |
| Corporeal Trolls | | 16 |
| Incorporeal Trolls | | 17 |
| Ettins | | ≥ 18 |

[1]Use this for night encounters during the Midnight Sun as well, unless in Gemahlewa.

[2]Use this for encounters in Gemahlewa as well, and for day encounters during the Winter Darkness.

[3]+5 if in EtunahaimaR. +2 if in Gemahlewa (and count contact achieved with humans as contact with 1 dwarf lord and 3D6 dark elves instead).

| Creatures | Behaviour |
|---|---|
| Aggressive (A) | Will attack the characters |
| Peaceful (P) | Will to a large degree ignore the characters |
| Shy (S) | Will try to avoid the characters |

Some creatures can be aggressive, peaceful or shy depending on the situation. Other creatures are always either aggressive, peaceful or shy. Peaceful predators are peaceful usually only because they have just eaten or perhaps because they are busy eating and feel safe.

Peaceful and shy creatures attacked by a player character will if able to effectively do so attack the player character rather than try to run away.

**Encounters in Thulê**

Whether the player party travels or rests doesn't normally matter when it comes to encounters; perhaps the player party is not travelling (and if they try to hide whilst resting they can use Stealth to lower the chance of an encounter), but other creatures in Thulê are. So the player party might not run into a group of creatures whilst resting, but instead some creatures might run into the player party (unless of course this doesn't make sense in that situation). Night and day. Seven days a week. Thirteen months each year – and on the New Year's Day too.

## Animals & Cursed Trees

| D20[1] | Behaviour | Creatures |
|---|---|---|
| **1-2 (+D6)** | | **Poisonous Creatures** |
| 1-2 | A | Centipede (#D6). D6: 1-4 Giant, 5-6 Monster |
| 3 | A | Giant Scorpion (#D3) |
| 4-5 | A | Giant Spider (#D6) |
| 6 | A | Monster Spider (#1) |
| **3 (+D6)** | | **Land Lizards & Venomous Snakes** |
| 1-2 | A | Morning Moon Raptor (#2D6) |
| 3 | A | Giant Toad (#1) |
| 4-6 (+D6) | 1-2 A 3-6 S | Venomous Snake (#1) |
| **4-6 (+D6)** | | **Bears (Sleeping between Evening & Bear Wake)** |
| Bear | | |
| 1 (+D6) | 1 A 2 P 3-6 S | Black Bear (#1) |
| 2-3 (+D6) | 1 A 2 P 3-6 S | Brown Bear (#1) |
| 4-5 (+D6) | 1-2 A 3 P 4-6 S | Cave Bear (#1) |
| 6 | 1-5 A 6 P | Polar Bear (#1) |
| **7 (+D6)** | | **Birds & Winged Lizards** |
| 1 (+D6) | 1-5 A 6 P | Boat Beak (#D6) |
| 2 (+D6) | 1-5 A 6 P | Giant Eagle (#1) |
| 3 (+D6) | 1-5 A 6 P | Giant Owl (#1) |
| 4-5 (+D6) | 1-4 P 5-6 S | Giant Swan (#D2) |
| 6 (+D6) | 1-5 A 6 P | Winged Lizard (#D6) |
| **8 (+D6)** | | **Disease Spreaders** |
| 1 (+D6) | 1-5 A 6 P | Giant Bat (#2D6) |
| 2-4 (+D6) | 1-5 A 6 P | Giant Rat (#D6 * D6) |
| 5-6 | A | Rat Swarm (#1) |
| **9 (+D6)** | | **Boars** |
| 1-5 (+D6) | 1 A 2-6 S | Boar (#1) |
| 6 (+D6) | 1 A 2-6 S | Giant Boar (#1) |
| **D6 (+D6)** | | **Sea Creatures[1]** |
| 1-4 | P | Dolphin (#3D6) |
| 5 | P | Giant Turtle (#1) |
| 6 | A | King Lizard (#1) |
| **10 (+D6)** | | **Dogs, Hyenas & Wolves** |
| 1 (+D6) | 1-5 A 6 P | Cave Hyena (#2D6) |
| 2 (+D6) | 1-5 A 6 P | Giant Hyena (#D6) |
| 3 (+D6) | 1-5 A 6 P | Hyaenodon (#1) |
| 4 (+D6) | 1-5 A 6 P | Ruler Wolf (#1) |
| 5 (+D6) | 1-5 A 6 P | Wild Dog (#D12) |
| 6 (+D6) | 1 A 2 P 3-6 S | Wolf (#3D6) |
| **11 (+D6)** | | **Cats** |
| 1-3 (+D6) | 1-5 A 6 P | Cave Lion (#D6) |
| 4 (+D6) | 1-5 A 6 P | Leopard (#1) |
| 5 | S | Lynx (#1) |
| 6 (+D6) | 1-5 A 6 P | Smilodon (#D2) |
| **12 (+D6)** | | **Riding & Grazing Animals** |
| 1 | S | Unicorn (#1) |
| 2-6 | S | Wild Horse (#D6 * D6) |
| **13-19 (+D6)** | | **Game** |
| 1-2 (+D6) | 1 P 2-6 S | Large Game (#D2) |
| 3-4 (+D6) | 1 P 2-6 S | Medium Game (#D4 [for most medium game] or D10 * D20 [for reindeer]) |
| 5-6 (+D6) | 1 P 2-6 S | Small Game (#D6) |
| **20** | | **Cursed Tree** |
| | A | Cursed Tree (#1) |

[1]Always Sea Creatures when meeting Animals at sea. Always (on a D6: 1-3) Poisonous Creatures, (4) a Cave Bear or (5-6) Disease Spreaders when meeting Animals underground.

**"Don't walk barefooted into a chestnut forest."**

## Elves & Nymphs

| D20 | Behaviour | Creatures |
|---|---|---|
| **1 (+D6)** | | **Dark Elf** |
| 1-5 (+D6) | 1 A 2 P 3-6 S | Dark Elf (#1) |
| 6 (+D6) | 1 A 2 P 3-6 S | Dwarf Lord (#1) & Dark Elf (#3D6) |
| **2-3** | | **Light Elf** |
| (+D6) | 1-5 P 6 S | Light Elf (#D20) & Elf Queen (#1) |
| **4-20 (if in the forest +D6)** | | **Nymph** |
| In the forest: | 1 P 2-6 S | Dryad 1-4 (+D6) (#D6) |
| In the forest: | 1 P 2-6 S | Hamadryad 5-6 (+D6) (#D6) |
| Near fresh water (+D6) | 1 P 2-6 S | Naiad (#D6) |
| Near the sea (+D6) | 1 P 2-6 S | Nereid (#D6) |
| In the mountain (+D6) | 1 P 2-6 S | Oread (#D6) |

## Humans

| D20[1,2] | Behaviour | Creatures |
|---|---|---|
| 1 (+D6) | 1 A 2-5 P 6 S | Adventure party (#D6 + 1). Thulêans, if experienced led by a sorcerer (if Traditional [1-2 on a D6]) or a Bard (if Religious [3-6]) |
| 2-5 (+D6) | 1-5 P 6 S | Free Man Merchant (#D6). D6: 1-3 Khemetian, 4-6 Thulêan |
| 6 (+D6) | 1-5 A 6 S | Outlaw (#3D6). D6: 1-4 Arbî, 5 Khemetian, 6 Thulêan |
| 7 (+D6) (♀), | 1 A 2-6 S | Outlaw (#D6). D6: 1-2 Arbî 3-4 Khemetian, 5-6 Thulêan |
| 8-18 (+D6) | 1-5 P 6 S | Peasant/Hunter (#D6). Noble Thulêan |
| 19 (+D6) | 1-4 P 5-6 S | Thrall (#D6). D6: 1-2 Arbî, 3-4 Khemetian, 5-6 Thulêan |
| 20 (+D6) | 1 A 2-6 P | War-band (#2D6 * 2D6). Noble Thulêans |

[1]The myth master can pick their tribes as he pleases. See **The Land of Thulê** for lists of tribe names.

[2]When a character is finding tracks left by humans or corporeal trolls, there is no way for characters to tell the difference.

## Corporeal Trolls

| D20[1] | Behaviour | Creatures |
|---|---|---|
| 1-4 | A | Hulda (#D6) |
| 5-6 | A | Ancient Hulda (#1) & Hulda (#3D6) |
| 7-8 | A | Nâr (#D12) |
| 9-10 | A | Skeleton (#D12) |
| 11-12 | A | Ancient Skeleton (#1) |
| 13-14 | A | Ancient Skeleton (#1) & Skeleton (#D12) |
| 15-16 | A | Wight (#D20) |
| 17-18 | A | Warrior Wight (#1) |
| 19-20 | A | Warrior Wight (#D6) & Wight (#D20) |

[1]When a character is finding tracks left by humans or corporeal trolls, there is no way for characters to tell the difference.

**"Death smiles at us all. All a man can do is to smile back."**

**Incorporeal Trolls**

| D20 | Behaviour | Creatures |
|---|---|---|
| 1-2 | A | Ghost (#1) |
| 3-4 | A | Ancient Ghost (#1) |
| 5-6 | P | Lantern Man (#1) |
| 7-12 | A | Sea Wraith/Wraith (#1)[1] |
| 13-14 | A | Ancient Sea Wraith/Wraith (#1)[1] |
| 15-16 | A | Shadow (#D6) |
| 17-18 | A | Shadow Sorcerer (#1) |
| 19-20 | A | Spectre (#1) |

[1]Sea Wraiths/Ancient Sea Wraiths on and near the sea, rivers, bogs and lakes and Wraiths/Ancient Wraiths elsewhere. If travelling in a vessel always a Sea Wraith/Ancient Sea Wraith.

**Ettins**

| D20 | Behaviour | Creatures |
|---|---|---|
| 1 | | Fire Ettins |
| | A | Fire Ettin (#1) |
| 2-12 (+D6) | | Frost Ettins |
| 1-4 | A | Kraken (#1[1-4 on a D6] or D20 [5-6]) D6: 1-4 small, 5 medium, 6 large (Huge n/a as random encounter!) |
| 5-6 | A | Nix (#1)[1] |
| 13-14 (+D6) | | Giant Worms |
| 1-2 | A | Cave Worm (#1) |
| 3 | A | Fire Worm (#1) |
| 4 | A | Poison Worm (#1) |
| 5-6 | A | Sea Worm (#1)[2] |
| 15-16 (+D6) | | Stone Ettins |
| 1-2 | A | Mountain Ettin (#1) |
| 3-6 | A | Rock Ettin (#D20) |
| 17-19 | | Forest Ettins |
| | A | Forest Ettin (1 large & #2D6 small) |
| 20 (+D6) | | Ettin Mutants |
| 1-2 | A | Manteratos (#1) |
| 3-6 | A | Crawling Creep (#D6) |

[1]Only near lakes, bogs and rivers. Elsewhere the party meets one Kraken instead.
[2]Only near the sea. Elsewhere the party meets one Cave Worm instead.

**"Better to light a candle than to curse the darkness."**

### Achieved Contact

When contact is achieved with other creatures the myth master needs to find out which group discovers the other first. This is important especially if one of the groups might have an interest in avoiding contact with the other – as is always the case for shy creatures, or if the player characters e. g. want to hide from and track a creature to find its lair. The myth master casts a D6 and modifies the result by:

| D6 | Contact Conditions |
|---|---|
| +1 | The best Perception proficiency in the party > the best Perception proficiency in the encounter group |
| -1 | The best Perception proficiency in the party < the best Perception proficiency in the encounter group |
| +0 | The best Perception proficiency in both groups is the same |
| -1 | The player group is the largest group |
| +1 | The encounter group is the largest |
| +0 | Both groups are of the same size (in numbers) |
| +X[1] | The party is using stealth |
| +1 + X[1] | The party is using stealth and is encountering a non-predatory animal, and everybody in the party wears a fur made from a non-predatory animal |
| -1 | The party travels faster than in walking speed |

[1]X = the lowest Stealth proficiency in the party / 3, but never less than +1.

If the result is ≤ 3 the player characters' party is discovered first. If the result is ≥ 4 the encounter group is discovered first. A suitable die cast by the myth master can tell which hour contact has been achieved that day (or night), and a D6 determines the distance between the two groups when contact is achieved.

| D6 | Distance when contact is achieved[1] |
|---|---|
| 1-3 | D6 * 100' |
| 4-5 | 2D6 * 100' |
| 6 | 3D6 * 100' |

[1]Distance /2 if night or in a forest. Distance /4 if night and in a forest.

### Advanced Tracking

A myth master can during daylight hours (and also during the night, if at least one character in the tracking party has Night Vision or Ettin Eyes), *if the characters are travelling*, let there be a chance that characters find *tracks* (cast a D6: on a 1 leading to a lair) left by the creatures *instead* of actually encountering the creatures, *when contact is achieved normally*, to enable the players to choose their encounters more freely. This is only possible if the creatures achieved contact with are able to leave tracks in the first place (so it is not possible if contact is achieved with Sea Creatures or Incorporeal Trolls). If the creatures achieved contact with do *not* leave any tracks *or* if the characters are resting, riding, flying, rowing or sailing it is *always* a normal random encounter.

The chance to find *only* tracks *instead* of the actual creatures *when contact is achieved* and when this is possible is:

| D6 | Characters' Mode of Travel |
|---|---|
| 1-2 | Sneaking or Walking |
| 1-4 | Tracking *or* Sneaking & Tracking |
| 1 | Jogging |
| n/a | Resting, Riding, Flying, Rowing or Sailing |

When tracks are found the characters need to test Tracking against DD 12. If Semi-Success is achieved they can identify the type of creature leaving the tracks. If Success is achieved, they can also accurately tell the number of creatures that left the tracks. If Critical Success is achieved they can also accurately tell the age of the tracks.

If the character finds tracks, he must (in a random direction) track for a number of rests or minutes depending on the age of

the tracks, if he wishes to find the creature(s) that left the tracks.

| D6 | Age | # Rests Tracking before Encounter |
|---|---|---|
| 1 | D6 days old | D12 * D6 Rests Tracking before Encounter |
| 2 | 1 day old | D12 Rests Tracking before Encounter |
| 3 | D6 rests old | D6 Rests Tracking before Encounter |
| 4 | 1 rest old | 1 Rest Tracking before Encounter |
| 5-6 | Fresh | D12 * D10 Minutes Tracking before Encounter |

Base Tracking DD to *follow* the tracks found is 14 (tested each rest). Subtract the size mod of the largest creature being followed from the DD. See the skill Tracking for more modifications to tracking. To follow tracks during the night, a character must have Night Vision or Ettin Eyes.

## Human Encounters

The first time a player character encounters a human (or demi-human) NPC or a dwarf/dark elf, light elf or nymph the myth master must find the NPC's relationship to ('chemistry with') the player character. If more than one individual is present in each group only the NPC leader's relationship to the player party leader (or apparent leader if the players haven't agreed on one) is decisive. The myth master can do this by casting dice for a more random result or by simply deciding this himself.

Aggressive (A) humans are always hostile. If the encounter leader is hostile the player's party will be attacked by them, if this makes sense in the context of the encounter.

If not hostile the player characters will be able to communicate with the encounter group members. Hostile groups obviously weaker than the party's group might want to avoid conflict and run rather than fight. See **Morale (Combat Rules)**.

| 3D6 | Relationship |
|---|---|
| ≥ 22 | Affectionate (-5 DD Social Skills) |
| 16-21 | Friendly (-3 DD Social Skills) |
| 13-15 | Welcoming (-1 DD Social Skills) |
| 7-12 | Neutral (+0 DD Social Skills) |
| 4-6 | Suspicious (+2 DD Social Skills) |
| ≤ 3 | Hostile (No Social Interaction Allowed) |
| Natural 18 | At worst Friendly |
| Natural 17 | At worst Welcoming |
| Natural 4 | At best Suspicious |
| Natural 3 | Hostile |

| Example Modifications | |
|---|---|
| -6 | One leader is an outlaw[1] |
| +1 | Same tribe |
| +1 | Same species |
| +1 | Same social class |
| +2 | Same band, cult and/or organisation |
| +2 | Same alliance (if two tribes or regions have an alliance) |
| +1 | Same life stance |
| +1 | Same birthplace (region) |
| -12 | At war with player character's band, cult, tribe and/or organisation *et cetera* |
| +1 | Opposite sex |
| +2 | Character has the Character Role Trickster |
| + | Player party leader's Cha |

[1]-3 instead if both leaders are outlaws of the same species.

Factors such as species, birthplace and tribe matters because most humans in Thulê have a positive relationship to the laws of nature, and therefore have a sense of belonging. They are not domesticated creatures living cramped up in cages – and because of that do not easily socialize with or indeed interbreed with humans they do not "like the smell of" (i. e. humans they do not genetically speaking match well with).

The relationship only guides the NPCs relationship to the player characters. The players can decide for themselves how their characters are to relate to NPCs, but the myth master can – if needed – give the players hints on how their characters should relate to this or that NPC, based on the different factors, in particular the Cha of the NPC. See the spell Charm. See also the skill Social Skills.

The myth master can and probably should keep track of the player characters' relationships to different NPCs by recording this in a list for each player character. This way the player characters can return to NPCs they already know, for trade, information and other social interaction, something that will make the gaming world much more credible.

### Relationship Changes

Opinions about others aren't static. They can change. So the GM can cast 3D6 every time (but never more than once every day) a character meets an NPC he already has a relationship to (even if Hostile), and if the result is a natural 3 the relationship changes one level in a negative direction (e. g. from Friendly to Welcoming), and if the result is a natural 18 it changes one level in a positive direction. Perhaps the GM can allow relationship changes for other reasons too, e. g. if a character has been very helpful, useful and friendly to an NPC – or very impolite.

### Personality Traits

The myth master needs to role-play all the NPCs in the game, and to enable him to quickly come up with random strong NPC-personality traits he can cast dice (first a D4 twice and then a D6 to find out which row to use) and check the results on the table, or he can simply pick one or a few traits himself.

The myth master then casts a D6, add the personality trait mod for race and use the trait to the left of the virgule if the result is ≤3 and the trait to the right if the result is ≥4.

| Personality Trait Modification | |
|---|---|
| +2 | Darkling |
| +1 | Foreigner & Weakling |
| +0 | Native |
| -1 | Elf-born, God-fathered/Goddess-born & Wood Elf |
| -2 | Fairling |

To determine the NPC's Social Class the myth master can use the following table (unless already determined by the type of encounter):

| Strong Personality Traits (1-3 for each NPC) | | | |
|---|---|---|---|
| D4 * 2 | (1-2 on a D6) | (3-4) | (5-6) |
| 1(1) | Accepting/Rejecting | Enterprising/Lazy | Organized/Disorganized |
| 1 (2) | Active/Slothful | Faithful/Unfaithful | Patient/Impatient |
| 1 (3) | Adventurous/Fearful | Gentle/Rough | Persistent/Quitter |
| 1 (4) | Ambitious/Content | Gregarious/Unsociable | Poised/Unbalanced |
| 2 (1) | Careful/Reckless | Happy/Unhappy | Professional/Unprofessional |
| 2 (2) | Cheerful/Grudging | Honest/Dishonest | Punctual/Always late |
| 2 (3) | Competent/Incompetent | Humorous/Serious | Quiet/Noisy |
| 2 (4) | Confident/Insecure | Imaginative/Unimaginative | Rational/Emotional |
| 3 (1) | Conscientious/Biased | Independent/Dependent | Realistic/Dreamer |
| 3 (2) | Considerate/Inconsiderate | Inventive/Uninventive | Reassuring/Disheartening |
| 3 (3) | Cooperative/Uncooperative | Judicious/Imprudent | Reliable/Unreliable |
| 3 (4) | Courteous/Impolite | Loyal/Disloyal | Selfless/Selfish |
| 4 (1) | Creative/Destructive | Mature/Immature | Sensitive/Insensitive |
| 4 (2) | Decisive/Indecisive | Meticulous/Careless | Sincere/False |
| 4 (3) | Disciplined/Undisciplined | Open-minded/Narrow-minded | Shy/Forward |
| 4 (4) | Earnest/Frivolous | Optimistic/Pessimistic | Thorough/Neglectful |

| Myth Master's NPC creation | | |
|---|---|---|
| Race/*Species | 3D6 | Social Class |
| *Arbî[1] | 0-5 | Thrall |
| | 6-21 | Outlaw |
| *Khemetian | 3-4 | Thrall |
| | 5-6 | Outlaw |
| | 7-18 | Free Man |
| Native | 3 | Thrall |
| | 4 | Outlaw |
| | 5-6 | Free Man |
| | 7-18 | Noble |
| Elf-born | 3 | Outlaw |
| | 4-18 | Noble |
| Fairling, God-fathered/ Goddess-born | 3-18 | Noble |
| Wood Elf | 3-18 | Free Man |

[1]Add 3 to the result for males and subtract 3 for females

### Personal Possessions

When human beings are encountered, they all tend to have some personal possessions. If encountered in the wilderness, they will probably have a cloak (1-5 on a D6), a sleeping mat and a blanket (1-5 on a D6) and cooking gear with some provisions (1-5 on a D6, enough for D6 days). If encountered at sea, they might well have some fishing equipment (1-5 on a D6). A thief is also likely to have lock-picking tools (1-5 on a D6), a craftsman craftsman's tools (1-5 on a D6), a healer surgeon's tools (1-4 on a D6), a hunter turpentine (1-5 on a D6) *or* some snares (1-5 on a D6), *et cetera*, and everybody is likely to always have the following:

| Common personal possessions (present on 1-5 on a D6) |
|---|
| Short seax. |
| Normal clothing, according to social class. |
| A waterskin, either empty (1 on a D6), half full (2-4) or full (5-6). |
| A sack (1-3 on a D6) or backpack (4-5) or both (6). |
| A bow drill (1 on a D6) or a tinderbox (2-6). If a noble, cast a D20: on a 20 he has a quartz magnifying glass *as well*. |
| A pouch with some precious metals, according to social class and personal wealth. |

| Social Class | Total Value of the precious Metals |
|---|---|
| Noble | 3D6 – 3 oz of Silver |
| Free Man | 2D6 – 2 oz of Silver |
| Thrall | 3D6 – 3 oz of Copper |
| Outlaw | D6 – 1 oz of Silver |

To determine the NPC's gender the myth master can use the following table:

| Race/*Species | D6 | |
|---|---|---|
| *Arbî | 1-5 ♂ | 6 ♀ |
| *Khemetian | 1-4 ♂ | 5-6 ♀ |
| *Thulêan | 1-3 ♂ | 4-6 ♀ |
| Fairling | 1-5 ♂ | 6 ♀ |

To determine the NPC's age the myth master can use the following table:

| D6 | Age |
|---|---|
| 1-2 | Young (≤ 21) |
| 3-4 | Young Adult (22-35) |
| 5 | Adult (36-53) |
| 6 | Old (≥ 54) |

### Random Events

When spending time in the civilized parts of Thulê (i. e. in human settlements) the myth master can cast a D20 once every day to check for random events. If the event causes a disturbance in large settlements crowds will gather during daylight hours (possibly attracting pick pockets). Some of these events may lead characters to adventure, but most will probably just go by barely noticed.

| D20 | Random Events (example events) |
|---|---|
| 1 | Crimes (pick pockets, burglars, kidnappers, murderers or other [usually Khemetian] criminals in action) |
| 2-3 | Accidents (riding animals out of control; livestock astray; items falling from balconies or rooftops) |
| 4-8 | Special Entertainment (two men having a philosophical, religious or political debate; duels; menageries; celebrations; musical performances) |
| 9-20 | Ordinary Events (nothing special; only what can be expected to be normal in the situation) |

**"Everyone's friend is everyone's fool."**

## Units of Measurement

There are no money in Thulê, but precious metals are used as means of payment, although item and service trade is more common. For the sake of playability the myth master should let the precious metals be cut into standard sized nuggets, weighing about an ounce each.

In Thulê they most often count using their fingers, and because of that the twelve numbers system is more commonly used than the ten number system. That might sound weird to some, because we have ten fingers on our two hands, but on one hand we have twelve phalanxes on four of our fingers that we can easily count using the thumb, leaving the other hand free to perform other tasks, so if you are using your fingers to count the twelve numbers system is in fact much more practical.

The weight of goods is usually found using small hand held steelyard balances with 24 marks on them, showing the weight of the object weighed. The units of measurement Weight-pound, Bowl-pound and Mark derive from the use of the steelyard balance.

A talent (Gr. "to carry") is how much water you can put into an amphora and it equals roughly the same as one square foot or 54 lbs, and is used to describe the capacity of rucksacks, sacks and the like.

| Time | Hours | Equivalent |
|---|---|---|
| Day | 24 | 6 shifts |
| Shift | 4 | 8 glasses |
| Glass | 0.5 | |

| Thulêan Numbers (used just like Roman numbers) are written using the runes: | | |
|---|---|---|
| ᛁ | 1 | I |
| ᚹ | 5 | V |
| ᛜ | 10 | X |
| ᚾ | 50 | L |
| ᚲ | 100 | C |
| ᛞ | 500 | D |
| ᛗ | 1000 | M |

| Metal Name (abbr.) | Weight | Value |
|---|---|---|
| Gold (g) | 1 oz | 2 a. 20 s. 1200 c |
| Electrum (e)[1] | 1 oz | 15 s. 450 b. 900 c |
| Aurichalcum (a)[2] | 1 oz | 10 s. 300 b. 600 c |
| Silver (s) | 1 oz | 30 b. 60 c. 120 i |
| Bronze (b)[3] | 1 oz | 2 c. 4 i. 8 l. 12 t |
| Copper (c) | 1 oz | 2 i. 4 l. 6 t |
| Iron (i) | 1 oz | 2 l. 3 t |
| Lead (l) | 1 oz | |
| Tin (t) | 1 oz | |

[1]A gold (1 part) & silver (1 part) alloy.
[2]"Gold Copper". Pinkish white metal. A gold (1 part), copper (1 part) & unknown metal (4 parts) alloy.
[3]A copper (9 parts) & tin (1 part) alloy.

### Encumbrance & Weight

There is sometimes little correlation between encumbrance and weight. A light item can be very cumbersome, and a heavy item can actually be fairly easy to carry.

| Other | Weight | Equals | Description |
|---|---|---|---|
| Salt[1] | 1 lb | 1 c, 2 i, 4 l, 6 t | Sea salt |

[1]Commonly used as a means of payment in Thulê.

| Weight | Weight | Equivalent | Abbreviation |
|---|---|---|---|
| Weight-pound | 6 kg | 12 lbs, 24 ma | wlb (pl. wlbs) |
| Bowl-pound | 0.5 kg[1] | 2 ma, 32 oz | lb (pl. lbs) |
| Mark | 0.25 kg | ½ lb, 16 oz, 64 si | ma |
| Ounce | 15.625 g | 4 si, 16 or | oz |
| Sicilium | ≈ 4 g | 4 or | si |
| Ort | ≈ 1 g | 5 carat | or |
| Carat (for gems) | 0.2 g | | ca |

[1]A bowl-pound in Scandinavia was from 0.428 to 0.498 kg, but for the sake of simplicity this has been rounded up to 0.5 kg.

| Capacity | Litre | Equivalent |
|---|---|---|
| Cargo (for ships) | 1440 | 12 barrels |
| Barrel | 120 | 60 cans |
| Bowl | 2.7 | 3 pots, 4 justas, 12 pels |
| Can | 2 | 32 doses |
| Pot | 0.9 | 4 pels |
| Justa | 0.675 | 3 pels |
| Pel | 0.225 | |
| Dose | 0.0625 | |

| Distance | Length | Equivalent |
|---|---|---|
| Road | 42.624 km | 4 rests, 144000 feet |
| Rest | 10.656 km | 4 quarters, 36000 feet |
| Quarter | 2.664 km | 9000 feet |
| Mile | 1.48 km | 1000 paces, 2000 steps, 5000 feet |
| Furlong | 185 m | 625 feet |
| Arrow shoot | 142 m | 4 stone throws, 240 ells |
| Stone's throw | 35.5 m | 60 ells, 120 feet |
| Rod | 2.96 m | 5 ells, 10 feet |
| Fathom | 1.78 m | 3 ells, 6 feet |
| Pace | 1.48 m | 2 steps, 5 feet |
| Yard | 88.8 cm | 3 feet |
| Step | 74 cm | 2 ½ feet |
| Ell | 59.2 cm | 2 feet |
| Foot | 29.6 cm | 4 palms, 12 thumbs, 16 finger-widths |
| Palm | 7.4 cm | ¼ foot, 3 thumbs |
| Inch | 2.46 cm | 1/12 foot |
| Finger-width | 1.85 cm | 1/16 foot |
| Line | ca. 0.2 cm | 1/12 inch |
| Scruple | ca. 0.18 mm | 1/12 line |

### Old Units of Measurement & the Metric System

It would probably have been better for playability to use the (very modern) metric system in MYFAROG, but for the sake of game atmosphere – and to enlighten the players about curious historical facts – the old (sometimes Roman and more often Norse or Old English) units of measurement are used.

## Trade

Merchants will only purchase items from the player characters if it makes sense for them to do so, and will not always be willing to trade with them at all. See the skill Social Skills. See **Random Encounters** for more on how to establish relationships between player characters and NPCs.

Characters use their Social Skills (to bargain) when they buy or sell goods and services to determine the price:

| Social Skills Real Value Modification | | |
|---|---|---|
| Result | Buying | Selling |
| ≤ 3 | *1.75 | *0.1 |
| 4-7 | *1.5 | *0.25 |
| 8-11 | *1.25 | *0.5 |
| 12-13 | *1 | *0.75 |
| 14-17 | *0.75 | *1 |
| ≥ 18 | *0.5 | *1.25 |

A damaged item has real value *0.5. A broken item has no real value, or maybe *0.1 – or the same as the materials it was made of.

Real value for items and services are listed in gold (g), silver (s) and copper (c) because these are the most commonly used precious metals for trade. The real value, when not listed in its copper value, has the real value in copper listed in brackets next to the real value, in the trade lists.

### Clothes & Armour

In the past clothes were not only made to last, but they were also made to fit all users, sometimes with adjustable straps and/or belts. Women's clothing were made to fit even during pregnancy. So in MYFAROG all (human/demi-human) clothes, helmets and armour fits all (adult) users.

### Toilet paper

Toilet paper is one thing they didn't have in the past that we might think they must have really missed, but in fact they had something that in many ways is better for this purpose; they had moss. Moss is not only free and can be easily found in nature, but it – unlike modern toilet paper – actually also has an anti-biotic effect. Not only that; they didn't always need to clean themselves at all, because they did it the natural way, squatting – something that leaves you with a much less, if any, need of toilet paper or moss.

| Mercenaries | Real value[1] |
|---|---|
| Civilian | 12 c |
| Warrior | 24 c |
| Stalker | 24 c |
| Trickster | 24 c |
| Bacchante/Maenad | 36 c |
| Berserk/Valkyrie | 36 c |
| Ranger | 36 c |
| Bard | 48 c |
| Sorcerer | 48 c |

[1]Cost for hiring one individual for one day for highly dangerous tasks. Multiply the real value with the experience level of the mercenary. Mercenaries expect payment in advance.

### Carrying Slings

The traditional way for a slinger to carry a sling is to use it as a head band, as a belt, as a strap for his waterskin, and so forth, and ideally to carry several slings – in the manners described above. That way he will not risk ending up without a sling in the midst of battle, if one of them is destroyed or lost. Naturally, this can also be done without the slings being cumbersome at all.

### Tools & Weapons

All weapons are originally just improved and often dramatically changed tools: the hunter's knife ultimately turned into a sword; the peasant's scythe into a war scythe; the hunter's bow into a powerful war bow; the woodman's axe into a battle axe, the peasant's flail into a war flail, *et cetera*. However, although they were based on tools, they can no longer easily be used as such. Whether they are just modified tools or designed this way from the start, most weapons are just weapons.

| Transportation, service | Real value (each individual) | Travel Speed[1] |
|---|---|---|
| Ferry (rowing boat) | 2 c each passage | Rowing boat |
| Ship | 2 c each rest | Ship (or same as the ship used) |
| Wagon | 2 c each rest | Wagon |

[1]See **Travel & Survival**.

| Transportation, purchase | Capasity[1] | Real value | Crew + Passengers | Travel Speed[2] |
|---|---|---|---|---|
| Cargo ship, sea-going, 50' | 16 cargoes | 36 g (43200 c) | 10 + 20 | Ship -2 |
| Cart (needs 1 horse) | 5 barrels | 10 s (600 c) | 1 + 3 | Wagon |
| Chariot (needs 2 or 4 horses)[3] | 1 barrel | 12 s (720 c) | 1 + 1 | Wagon +2 or +3 |
| Outrigger canoe, coastal, 20'[4] | ½ cargo | 3 g (3600 c) | 6 + 2 | Ship + 2 or Rowing boat +3 |
| Outrigger canoe, sea-going, 90'[4] | 4 cargoes | 15 g (18000 c) | 30 + 2 | Ship + 1 or Rowing boat +2 |
| Rowing boat, coastal, 10' | ¼ cargo | 2 g (2400 c) | 1 + 2 | Rowing boat |
| Rowing boat, coastal, 20' | 1 cargo | 8 g (9600 c) | 4 + 3 | Rowing boat |
| Canoe, coastal, 60' | 4 cargoes | 18 g (21600 c) | 24 + 3 | Rowing boat +2 |
| Ship, coastal, 30' | 2 cargoes | 18 g (21600 c) | 16 + 4 | Ship or Rowing boat + 1 |
| Ship, coastal, 40' | 3 cargoes | 24 g (28800 c) | 20 + 4 | Ship or Rowing boat + 1 |
| Ship, coastal, 50' | 4 cargoes | 30 g (36000 c) | 24 + 6 | Ship or Rowing boat + 1 |
| Ship, coastal, 60' | 5 cargoes | 36 g (43200 c) | 36 + 8 | Ship or Rowing boat +2 |
| Wagon (needs 2 or 4 horses) | 12 barrels | 16 s (960 c) | 1 + 7 | Wagon -2 or +0 |
| War ship, sea-going, 100' | 9 cargoes | 60 g (72000 c) | 80 + 16 | Ship + 2 or Rowing boat + 2 |

[1]This comes in addition to the weight of the crew (but not the passengers).

[2]See **Travel & Survival**.

[3]The chariot is especially designed for war. If both the driver and the passenger is a Berserk or a Warrior they can carry out a charge in a chariot. See **Charges (Combat Rules)**. See the skill Riding.

[4]Is made and used by Arbîs for scouting and piracy.

| Domestic Animals & Thralls | Capacity[1] | Real value |
|---|---|---|
| Chicken | | 12 c |
| Cow | 8 talents, 432 lbs | 12 s (720 c) |
| Duck | | 24 c |
| Goat | | 10 s (600 c) |
| Goose | | 36 c |
| Guard dog (≈ wild dog) | | 4 s (240 c) |
| Fodder for horse, daily | | 1 c |
| Horse: Pack-[2] | 4 talents, 216 lbs | 2 g (2400 c) |
| Riding- | 6 talents, 324 lbs | 4 g (4800 c) |
| Lamb | | 2 s (120 c) |
| Ox | 14 talents, 756 lbs | 1 g (1200 c) |
| Ox, calf | | 6 s (360 c) |
| Pig | | 4 s (240 c) |
| Sheep | | 6 s (360 c) |
| Swan | | 6 s (360 c) |
| Thrall | 1 talent, 54 lbs | 1 g (1200 c) |
| -female | -27 lbs | +1 g (+1200 c) |
| -young (≤ 21 years old) | | +1 g (+1200 c) |
| -trained[3] | | +5 s (+300 c) |
| -beautiful | | +1 g (+1200 c) |
| -of divine beauty | | +5 g (+6000 c) |
| -old (≥ 54 years old) | -27 lbs | -15 s (-900 c) |

[1]This is the carrying capacity of the creature if used as pack or riding animal. Small items need to be transported in containers, like in sacks attached to the backs of the animals.

[2]You can not ride a pack horse, but you can use it for pulling wagons.

[3]Is Trained in one skill. A thrall can be trained in several skills. Real value increases for each skill.

| Clothes, Hides & Armour | | Weight | Real value |
|---|---|---|---|
| Clothes[1/2] fur cloak[3] | | 6 lbs | 3 s (180 c) |
| | linen clothes (common) | 1 lb | 6 c |
| | linen clothes (rich) | 1 lb | 1 s (60 c) |
| | linen cloak (w/ hood) | 1 ma (+1ma) | 3 c (+1 c) |
| | wool clothes (common) | 3 lbs | 9 c |
| | wool clothes (rich) | 3 lbs | 90 c |
| | wool cloak (w/hood)[3] | 1 ma (+1ma) | 4 c (+1 c) |
| | embroidery for clothes/cloak | | +3 s (180 c) |
| Fur shirt (≈ leather and fur clothes) | | 5 lbs | 3 s (180 c) |
| Hide (large game)[4] | | 5 to 15 lbs | 2 s (120 c) |
| Hide (medium game) | | 1 to 4 lbs | 1 s (60 c) |
| Hide/feathers (small game) | | 1 ma | 20 c |
| Laminated armour | aurichalcum | 15 lbs | 253 g (303600 c) |
| | boiled leather | 10 lbs | 10 s (600 c) |
| | bronze | 17 lbs | 44 s (1320 c) |
| | iron | 15 lbs | 1g (1200 c) |
| Lead fittings to boots | | | 4 c |
| Mail shirt | aurichalcum | 25 lbs | 404 g (484800 c) |
| | bronze | 28 lbs | 8 g (9600 c) |
| | iron | 25 lbs | 6 g (7200 c) |

Mail shirt with scales: Real value = the real value of the mail shirt used + the real value of an appropriate scale armour. E. g. an iron mail shirt (6 g) with ivory scales (2 g for ivory scale armour) has real value 8 g. See **Armour (Combat Rules)**

| | | | |
|---|---|---|---|
| Muscular cuirass | aurichalcum | 10 lbs | 162 g (194400 c) |
| | boiled leather | 5 lbs | 5 s (300 c) |
| | bronze | 11 lbs | 24 s (1440 c) |
| | iron | 10 lbs | 1 g (1200 c) |
| Scale armour | aurichalcum | 25 lbs | 404 g (484800 c) |
| | boiled leather | 15 lbs | 10 s (600 c) |
| | bronze | 28 lbs | 3 g (3600 c) |
| | dragon | 5 lbs | 24 g (28800 c) |
| | iron | 25 lbs | 2 g (2400 c) |
| | ivory | 15 lbs | 2 g (2400 c) |
| Soft leather boots/shoes | | 1 lb/1 ma | 1 s (60 c)/30 c |

[1]See fur shirt for game data about fur clothes. You can wear linen or wool clothes under any armour and you can wear a cloak over any armour.

[2]In relation to cold weather: +2 Cold Toughness when dry wool clothes are worn, and +1 Cold Toughness if they are wet. Dry linen clothes worn give +1 to Cold Toughness. +2 Cold Toughness when dry fur cloaks or wool cloaks are worn. +1 Cold Toughness when wet wool cloaks or dry linen cloaks are worn.

[3]When a character has no shield, he can spend 1 round to fasten a fur or wool cloak tightly around the shield arm, to use it as protection, and will gain +1 DV when he does so.

[4]In relation to cold weather: +2 Cold Toughness for each (with cumulative effect) large game hide used when he sleeps/rests, and +1 for every medium game hide.

| Equipment & Tools | Weight | Capacity/Description/Notes | Real value |
|---|---|---|---|
| Anvil | 15 lbs | | 8 s (480 c) |
| Backpack | 2 lbs | 1 talent, 54 lbs | 36 c |
| Bandage | 4 oz | See the skill Healing | 1 c |
| Belt | 8 oz | | 12 c |
| Body paint | 2 lbs | 1 pot of paint (enough for 6 bodies) | 4 c[1] |
| Bottle (empty) | 1 lb | 1 can (a full bottle weighs 5 lbs) | 5 c |
| Bow drill | 8 oz | Produces fire in 2D6 minutes[2] | 1 c |
| Candle (sebaceous) | 1 oz | Illuminates 10' radius for 2 hours | 1 c |
| Candle (wax) | 1 oz | Illuminates 10' radius for 4 hours | 3 c |
| Chain, iron | 2 lbs | 1' long. Can carry 1080 lbs | 24 c |
| Craftsman's tools | 54 lbs | | 10 s (600 c) |
| Flute | 1 ma | | 8 c |
| Grappling hook | 4 lbs | | 72 c |
| Hemp rope | 4 oz | 1' long. Can carry 324 lbs | 1 c |
| Hourglass | 6 lbs | 0.5 hours | 8 s (480 c) |
| Hunter's horn | 1 lb | Normally used to signal to other hunters | 1 s |
| Ink (in a small bottle) | 1 ma | 1 pel. Enough for about 500 runes on a parchment | 2 s (120 c) |
| Laboratory | 54 lbs | | 2 g (2400 c) |
| Lantern | 1 lb | 1 pot of oil. Illuminates 20' radius | 72 c |
| Lock-picking tools | 1 ma | | 2 s (120 c) |
| Lyre | 3 lbs | | 2 s (120 c) |
| Oil flask | 2 lbs | 1 pot oil is enough for 6 hours | 1 c |
| Oil lamp | 1 lb | 2 pels oil. Illuminates 10' radius | 4 c |
| Pans | 27 lbs | For cooking | 36 c |
| Parchment (from calfskin) | 1 oz | 30 * 40 inches sheet | 2 s (120 c) |
| Plough | 30 lbs | | 12 c |
| Pouch | 4 oz | 32 nuggets or sling bullets/stones. 0.1 talent | 1 c |
| Quartz magnifying glass | 1 oz | Produces fire in 2D6 rounds (in sunlight)[2] | 3 g (3600 c) |
| Quiver (for belt or shoulder) | 1 ma | 12 (belt) or 20 to 40 (shoulder) arrows or bolts, or 4 (shoulder) javelins | 12 c |
| Quiver (for saddle) | 1 lb | 60 or 75 arrows, or 12 javelins | 2 s (120 c) |
| Sack | 1 lb | ½ talent, 27 lbs | 4 c |
| Saddle | 5 lbs | Can hold two sacks/quivers and a rider | 5 s (300 c) |
| Sleeping mat and blanket[3] | 5 lbs | 1 person, +1 Cold Toughness when sleeping/resting | 24 c |
| Steelyard balance | 2 lbs | Max 1 wlb (12 lbs) | 24 c |
| Sun stone | 4 oz | Negates mod to Navigation for cloudy weather | 1 g (1200 c) |
| Surgeon's tools | 1 lb | See the skill Healing. | 1 g (1200 c) |
| Sword scabbard | 1 lb | Made of wood and brass | 12 c |
| Tent (large)[3] | 54 lbs | 4 individuals, 10 * 10 * 5'. | 4 s (240 c) |
| Tent (small)[3] | 27 lbs | 2 individuals, 7 * 5 * 5'. | 2 s (120 c) |
| Tinderbox | 1 ma | Produces fire in D6 minutes[2] | 12 c |
| Torch | 1 lb | Illuminate 15' radius for 30 minutes | 1 c |
| Turpentine | 1 lb | Enough for 5 bodies. Hides the human scent, and gives a +3 mod to Stealth in relation to animals/ettins for 1 day | 1 c |
| Waterskin (empty) | 1 ma | 2 cans (a full waterskin weighs 9 lbs) | 12 c |
| Writing equipment | 8 oz | | 2 s (120c) |

[1]Normally the prize will vary depending on the exact colour of the paint, but for the sake of simplicity this has been left out here. Normally only the colours blue and black are used for this in Thulê, and the prize reflects this. Hands and fingers are often used for painting, but feathers and such can be used for more elaborate designs.

[2]Time * 2 if wet or windy. Time * 3 if wet and windy. Your character needs no special skill in order to kindle a fire. One can assume that to men living in a world similar to our Antiquity and pre-historic times kindling a fire with a bow drill, tinderbox or magnifying glass is routine, even in wet and windy conditions. The presence of snow does not make it any harder to kindle a fire, unless the snow is wet (and it will not be wet in freezing temperatures). It normally takes D6 minutes to collect enough firewood for a bonfire that will burn up to one rest (i. e. two hours).

[3]Helps player characters resting stay dry and/or warm. See **Wind & Weather.**

| Helmets | Weight | Real value |
|---|---|---|
| Cap | 4 lbs | 3 s (180 c) |
| Feathers for helmet | | +1 s (+60 c) |
| Sun hat | 2 lbs | 2 s (120 c) |

**"Everything we hear is an opinion, not a fact. Everything we see is a perspective, not the truth."**

| Weapons | Weight[1] | Real value[2] |
|---|---|---|
| Angon | 7 ma | 4 s (240 c) |
| Battle axe (long) | 4 lbs | 4 s (240 c) |
| Battle axe (short) | 3 ma | 2 s (120 c) |
| Battle glove | 1 ma | 12 c |
| Club | 3 ma | 1 c |
| Composite bow | 3 ma | 6 s (360 c) |
| Crossbow | 2 lbs | 4 s (240 c) |
| Curved short sword | 1 lb | 3 s (180 c) |
| Dagger | 1 ma | 2 s (120 c) |
| Flail | 5 ma | 12 c |
| Hammer | 2 lbs | 1 s (60 c) |
| Hatchet | 2 lbs | 2 s (120 c) |
| Javelin | 1 ma | 2 s (120 c) |
| Lead-weighted dart | 3 oz | 1 s (60 c) |
| Light javelin | 1 lb | 2 s (120 c) |
| Long seax | 3 ma | 10 s (600 c) |
| Long sword | 3 lbs | 32 s (1920 c) |
| Mace | 2 lbs | 3 s (180 c) |
| Pick axe | 5 ma | 3 s (180 c) |
| Self bow, long | 1 lb | 2 s (120 c) |
| Self bow, short | 1 ma | 1 s (60 c) |
| Short seax | 8 oz | 1 s (60 c) |
| Short sword | 5 ma | 12 s (720 c) |
| Sickle | 1 ma | 2 s (120 c) |
| Sickle-shaped sword | 7 ma | 1 g (1200 c) |
| Sling | 2 oz | 12 c |
| Spear | 2 lbs | 3 s (180 c) |
| Spear sling | 1 ma | 2 c |
| Staff | 3 ma | 2 c |
| Staff sling | 1 lb | 20 c |
| Sword-scythe | 7 ma | 12 s (720 c) |
| Throwing axe | 3 ma | 2 s (120 c) |
| Trident | 5 ma | 5 s (300 c) |
| Wand | 1 ma | 3 g (3600 c) |
| War flail | 4 lbs | 48 c |
| War scythe | 5 ma | 1 s (60 c) |
| Woodman's axe | 6 lbs | 3 s (180 c) |

[1]Weight is modified by +10% for mostly-metal weapons made of bronze and by +5% for part-metal weapons made of bronze.

[2]Real value for weapons made of aurichalcum is ≈ 16 g extra for every lb (weapon weight) for mostly-metal weapons (like swords) and ≈ 4 g extra for every lb (weapon weight) for part-metal weapons (like spears and axes). Real value for weapons made of bronze is ≈ 3 s extra for every lbs of weapon weight for mostly-metal weapons (like swords) and ≈ 36 c extra for every lbs of weapon weight for part-metal weapons (like spears and axes).

### Scabbards

Swords are usually carried on the right side, in scabbards strapped over the left shoulder, for easy access when carrying a shield or if riding a horse. They are usually not carried in the belt – although it is perfectly possible to carry a sword and scabbard in the belt as well.

**"Many have too much, but no one has enough."**

| Arrows, Bolts & Bullets[1] | Weight | Real value |
|---|---|---|
| Arrow | 3 oz | 6 c |
| Crossbow bolt | 3 oz | 6 c |
| Clay bullet for sling | 4 oz | 1 c |
| Clay bullet for staff sling | 12 oz | 2 c |
| Lead bullet for sling | 4 oz[2] | 2 c |
| Lead bullet for staff sling | 12 oz[2] | 4 c |
| Stone for sling | 4 oz | n/a |
| Stone for staff sling | 12 oz | n/a |

[1]Can be reused on a 1-5 (D6) for arrows and bolts (and are broken on 6), on a 1-4 for clay and lead bullets and 1-5 for stone bullets (and are broken on 5-6 and 6 respectively). Arrows and bolts must normally be found (Perception DD 4 + D6) unless stuck in a body. Stones and bullets must normally be found even if stuck in a body. Perception DD to find a bullet is 8 + D6 and for a staff sling bullet 6 + D6. Broken lead bullets can be brought to a smithy to be re-made for 1 c each, or they can be used as they are (somewhat flattened), but will then work with the statistics of normal stones for slings. Broken arrows and bolts can be brought to a fletcher and can be repaired for D3 c each (because some are more broken than others). Arrows and bolts with heads made of bone or stone can only be reused on a 1-3 (bone) or 1-2 (stone) (and are broken on a 4-6 or 3-6 respectively), and have a real value -2 c. Arrows and bolts with heads made of bronze have a real value +2 c. Arrows and bolts with heads made of aurichalcum have a real value +1 g.

[2]The lead bullets are not lighter than clay and stone bullets even though they are much smaller. Because of their smaller size they go longer and inflict more damage to whatever they hit.

| Shields | Weight | Real value |
|---|---|---|
| Deeply-dished shield | 15 lbs | 4 s (240 c) |
| Large aurichalcum shield | 18 lbs | 293 g (351600 c) |
| Large bronze shield | 20 lbs | 2 g (2400 c) |
| Large iron shield | 18 lbs | 3 s (180 c) |
| Large plywood shield | 16 lbs | 5 s (300 c) |
| Large wooden shield | 12 lbs | 3 s (180 c) |
| Medium aurichalcum | 16 lbs | 258 g (309600 c) |
| Medium bronze | 18 lbs | 30 s (1800 c) |
| Medium iron | 16 lbs | 150 c |
| Medium wood/plywood | 11 lbs | 150 c |
| Small aurichalcum shield | 14 lbs | 222 g (266400 c) |
| Small bronze shield | 15 lbs | 1 g (1200 c) |
| Small iron shield | 14 lbs | 2 s (120 c) |
| Small wooden shield | 9 lbs | 2 s (120 c) |
| Wicker shield | 3 lbs | 12 c |

| Residence (w/Furniture)[1] | Real value |
|---|---|
| Mansion | 25 g (30000 c) |
| Wooden cabin | 8 s (480 c) |
| Bed in a temple[2] | 1 c donation each night |
| Castle | 150 g (180000 c) |
| Stable space for horse | 1 c each night |
| Stone house | 10 g (12000 c) |
| Wooden house | 5 g (6000 c) |
| Mud hut | 30 s (1800 c) |
| Brick house | 12 g (14400 c) |
| Yard (wooden)[3] | +1 s (300 c) per acre |
| Yard (stone)[3] | +1 g (1200 c) per acre |
| Yard (brick)[4] | +2 g (2400 c) per acre |

[1]Normal size. Real value changes if it is bigger or smaller than normal size.

[2]There are no taverns in Thulê, not even in the towns and steads, but temples often work as dormitories. It is common however for all to show hospitality to travellers. The guest is expected to tell who he is, and when he leaves the host receives a gift from his guest. If the guest has nothing to give he receives a gift from the host. A guest can only normally stay for one night each place. See the skill Social Skills.

[3]Yard means the property is fenced in by either a 5' tall wooden fence or a crude stone wall (built with massive boulders, but no mortar). Double the real value for a 10' tall fence/wall. Double the real value for a high quality stone wall and triple it for a strong wooden wall.

[4]A high quality wall. 5' tall. Double the real value for a 10' tall wall.

| Sacred & Special Items | Weight | Real value |
|---|---|---|
| Ettin stone heart amulet | 1 ma | 0 g or 10 g[1] (12000 c) |
| Ritualistic bronze lure | 6 lbs | 4 g (4800 c) |
| Sorcerer's golden sickle[2] | 3 ma and 8 oz | 70 g (84000 c) |
| Sorcerer's staff | 3 ma | [3] |
| Wand | 1 ma | 3 g (3600 c) |

[1]The real value is 0 g for stone hearts with only negative powers and 10 g for stone hearts with positive powers and for unprepared stone hearts (with potential for very positive powers).
[2]Is a sickle made entirely from gold and marked with *linalaukaR* written with Runes. The AV value for a target attacked with this weapon is +3, but only if the target is wearing metal armour.
[3]A staff with a small piece of a sacred material attached to one end. Real value is 2 c + the real value of the sacred material.

| Food & Drink[1] | Unit | Real value |
|---|---|---|
| Ale | 1 justa | 1 c |
| Bread | 1 lb | 1 c |
| Butter | 1 ma | 5 c |
| Cider | 1 pel | 1 c |
| Cheese | 1 lb | 1 to 2 c |
| Egg | a dozen | 10 c |
| Field ration[2] | 1 lb | 12 c |
| Fish | 1 barrel | 1 s (60 c) |
| Fish | 1 lb | 1 c |
| Fruit | 1 can | 1 c to 24 c |
| Grain | 1 barrel | 12 c |
| Herbs | 1 oz | 5 c |
| Honey | 1 justa | 2 s (120 c) |
| Mead | 1 justa | 5 c |
| Meat | 1 lb | 1 c |
| Milk | 1 justa | 1 c |
| Nuts | 1 can | 1 c |
| Pollen | 1 can | 1 c |
| Salt | 1 lb | 1 c |
| Spices | 1 oz | 1 s (60 c) |
| Spirits | 1 pel | 3 c |
| Vegetables | 1 can | 2 c |
| Wine poor | 1 pel | 1 c |
| average | 1 pel | 4 c |
| rich | 1 pel | 8 c |
| vintage | 1 pel | 14 c |

[1]Any 1 lb of food and 1 justa of drink qualifies as a 'day ration'.
[2]Starts to rot and becomes uneatable after 28 days.

### Potions

You can purchase potions from Sorcerers who are at least welcoming in relation to you. See Human Encounters under **Random Encounters**. The base value of a potion is 5 s * the PL of the spell stored in the potion. Each potion can hold 1 dose.

Not all potions are available. Normally one can only buy potions with maximum PL of D6. Stronger potions must be ordered in good time in advance (at least D6 days) and only friendly or affectionate Sorcerers will take such an order. See the skill Social Skills.

### Item Quality

The general quality of all items vary. See the skill Crafts. Items of a special (i. e. not average) quality have their properties modified. Negative modifications can be negated by positive modifications, but they can not be made positive. A positive modification negated by poor quality renders the item useless and worthless. See the skill Crafts.

| Quality (real value) | Effect |
|---|---|
| Light elf (*4)[1] | Negates -1 effect to MS for armour<br>Negates -1 effect to Stealth & Swimming for armour<br>-1 minimum Str on weapons and shields |
| Lukan/dark elf (*4)[2] | +1 weapon damage<br>+1 DV (MÊ and MI) for shields<br>+1 AV for armour<br>+1 modification to tools |
| Terrible (*0.25) | -3 modification |
| Poor (*0.5) | -2 modification |
| Below average (*0.75) | -1 modification |
| Average (*1) | n/a |
| Above average (*1.5) | +1 modification |
| High (*3) | +2 modification |
| Very high (*6) | +3 modification |
| Exceptional (*10) | +4 modification |
| Divine (*20) | +5 modification |

[1]This is an extra mod (and increase in real value) to all weapons and armours made by the light elves.
[2]This is an extra mod (and increase in real value) to all weapons, shields, armours and tools made by the deity Lukan or the dark elves.

| Item | Modification on |
|---|---|
| Armour | AV (mod / 2) and/or (negation of penalty on) MS, Stealth or Swimming |
| Helmet | AV (mod / 2) and/or (negation of penalty on) Perception/Tracking |
| Mêlée weapon | Damage, OV (MÊ) (mod / 2) and/or (negation of penalty on) DV or minimum Str[1] |
| Missile weapon | Damage, OV (MI) (mod / 2), minimum Str[1] and/or Base Range in whole 5' (2.5' for thrown weapons) |
| Shield | DV (MI) (mod / 2) and/or (negation of penalty on) MS or minimum Str[1] |
| Other | Myth master's decision |

[1]A positive mod to minimum Str will not increase but reduce the minimum Str.

Note that a weapon can never have more than +1 to OV regardless of quality. If more effect from quality can be given the weapon, it *must* be distributed between minimum Str and weapon damage.

See the skill Crafts.

**"The nut does not reveal the tree it contains."**

| Random Quality Table | | |
|---|---|---|
| 3D6 | Quality | Real Value |
| 3 | Terrible | *0.25 |
| 4 | Poor | *0.5 |
| 5-6 | Below average | *0.75 |
| 7-14 | Average | *1 |
| 15-16 | Above average | *1.5 |
| 17 | High | *3 |
| 18 | Very high | *6 |

**"One should go invited to a friend with good fortune, but uninvited if he is has problems."**

| Precious stones | | | |
|---|---|---|---|
| Name | Weight[1] | Real value[2] | Colour |
| Diamond | 2D6 | 8 g (9600 c) | Colourless, yellow, blue or green |
| Emerald | 2D6 | 4 g (4800 c) | Different shades of green |
| Ruby | 2D6 | 6 g (7200 c) | Different shades of red |
| Sapphire | 2D6 | 5 g (6000 c) | Blue, yellow, pink, purple, orange or greenish |
| Topaz | 2D6 | 4 g (4800 c) | Transparent yellow |
| **Semi-precious stones** | | | |
| Name | Weight[1] | Real value[2] | Colour |
| Agate | 4D6 | 75 c | Many-coloured |
| Amber | 6D6 | 15 c | Yellow-orange |
| Amethyst | 4D6 | 10 s (600 c) | Purple |
| Heliotrope | 4D6 | 150 c | Deep green with red spots |
| Quarts | 4D6 | 30 c | Transparent, yellow, brown, blue, black, pink or green |
| Moonstone | 4D6 | 4 s (240 c) | Grey, white, pink, green, brown or blue |
| Onyx | 4D6 | 150 c | Black and white |
| Pearl | 3D6 | 75 c | White |
| Spinel | 4D6 | 5 s (300 c) | Comes in many shades of colour |

[1]Carat. 5 carat = 1 ort.
[2]Real value per carat.

| Stone Colour | Sorcerous Effect[1] |
|---|---|
| Black | +1 Stealth |
| Blue | +1 Electric Toughness |
| Brown | +1 weapon damage[2] |
| Colourless | +1 World Lore |
| Green (-ish) | +1 Poison & Disease Resistance |
| Orange | +1 Social Skills |
| Pink | +1 Fortitude |
| Purple | -1 Shock mod[2] *or* +1 Physical Toughness[3] |
| Red | -1Cut mod[2] *or* +1 Cold Toughness[3] |
| White | +1 Heat Toughness |
| Yellow | +1 Rune Lore |

[1]When a stone that weighs at least 6 carat is carried (commonly embedded in a ring, a necklace, a belt, etc.). The modification is double if the stone weighs 12 carat or more. Multiple stones of the same colour worn by the same character or embedded in the same item does *not* have cumulative effect!
[2]When embedded in a weapon.
[3]Not if embedded in a weapon. See footnote 2.

**Gem Names**

A 6+ carat brown gem is often called a 'Wounding Gem', a purple gem is called a 'Power Gem' and a red gem is called a 'Bleeding Gem', when embedded in a weapon.

## Justice

The laws in Thulê are not based on our modern understanding of law, the Roman law, but on the *leges barbarorum* ("laws of the barbarians"), i. e. the laws of non-Roman Europe in Antiquity. Punishment is an unknown term in Thulê; the peoples of Thulê are too intelligent to come up with or embrace such meaningless and primitive concepts. However, if you break the laws and rules there will be *consequences*.

**Murder:** The murderer must pay compensation to the kin of the dead, or to the owner if the victim is a Thrall. 1 oz of gold for a Thrall, 5 oz of gold for a Free Man and 15 oz of gold for a Noble. The fine is doubled if the victim is a woman. In addition to that the murderer becomes an Outlaw for one year and one day. You can not murder an Outlaw. You can only kill an Outlaw. See Killing.

A murder is an dishonest killing; an assassination, a back-stabbing, a killing of an unarmed (non-Outlaw) man, killing for no good reason or an originally honest killing where the killer tries to hide his guilt (to avoid having to pay compensation or to put the blame on someone else). If you kill someone in an honest way it is instead defined as a killing. The murderer who murders a second time must pay compensation to the kin of the dead and is then executed (i. e. sacrificed to TîwaR).

**Killing:** The killer must pay compensation to the kin of the dead, or to the owner if the victim is a Thrall. 1 oz of gold for a Thrall, 5 oz of gold for a Free Man and 15 oz of gold for a Noble. The fine is doubled if the victim is a woman. It is not illegal to kill anyone in Thulê, but you must have a good reason to do so and you still have to pay compensation if you have a good reason to kill. A good reason can be disrespect, insults, breaking of oaths, to prevent crime, to protect the honour of someone else, a challenge, by accident, *et cetera*.

**Theft/Vandalism**: The perpetrator must pay compensation equal to the real value of the object stolen or vandalised +a sum equal to 5 oz of silver. The second time you are caught stealing or vandalising you are also outlawed for one year and one day; the third time you are also executed (i. e. sacrificed to TîwaR).

**Theft of Horse**: The horse thief must pay 3 (pack horse) or 5 (riding horse) oz of gold in compensation and is then executed (i. e. sacrificed to TîwaR).

**Adultery**: The whore (male or female) is outlawed for one year and one day. The second time you commit adultery you are instead executed (i. e. sacrificed to TîwaR). Unmarried individuals sleeping with married individuals are also guilty of adultery, of breaking the sacred rules of marriage.

**Cowardice**: If you run away from the battlefield repeatedly (e. g. three times) this is seen as cowardice. Cowards are executed in Thulê (i. e. sacrificed to TîwaR). This only applies to males, and only in times of war.

**Homosexuality**: Males having sexual interaction with other males are executed (i. e. sacrificed to TîwaR). The bodies of executed homosexuals are not buried normally, but are instead thrown into bogs, to make sure that these 'despicable degenerates' are never reborn. In societies with a Seiðr life stance temporary close female companionships (common when women have lost their husbands, but still need support) is tolerated, but in societies with an Âsatrû life stance this is usually looked down upon somewhat, although there are no further consequences for them.

**Debt**: One who can not pay his debt becomes the Thrall of the person he was indebted to. To pay the debt he will serve him as a Thrall for one week and one day if he owned less than one silver ounce, for one month and one day if he owned less than one gold ounce, and for one year and one day if he owned one gold ounce or more than one gold ounce. Anyone being a Thrall for a period of time because of debt will regain his old social class when he has paid his debt.

**Disobedience**: A Thrall refusing to obey his owner will usually be executed (i. e. sacrificed to TîwaR). The owner of the Thrall does not need to pay compensation to the kin of the dead Thrall if he kills him.

**Duelling**: It is common to solve disagreements between men (not women!) in Thulê by a trial of combat. The trials last until one part is injured or starts to bleed (or is killed, whichever comes first). The winner is declared as having right in the issue in question. Some duels last until one part is dead, but this is very rare as it only very rarely serves a purpose to in such a context fight until death.

Duels can also take form of swimming contests, running contests, boxing matches, spear throwing contests, jumping contests or something similar (and the challenged part always chooses which sport to compete in).

Disagreeing women often engage in duels using their non-combat skills.

**Colour Crime**: See **Social Class (Character Generation & Development)**.

**Interest**: After the Khemetians arrived and offered precious metals for others to borrow from them for interest it quickly became a consensus amongst the natives that this was not something they wanted in Thulê. Interest was banned completely, and anyone who tries to take interest will be executed and have all their possessions confiscated (and given to the king, who will distribute everything evenly amongst his people).

**Fines**: If a person can not pay his fines his kin is expected to do so for him – and must do so if there is no other solution at hand. See Debt.

**False Rumours/Lies**: If you spread false rumours or spread lies about others characters you risk being challenged to a duel, and if you kill your opponent you must pay compensation to his kin, or his owner if he was a Thrall.

**Periodic Enthralment**: No one can legally kill a Thrall who is only sentenced to enthralment for a certain period, and such Thralls have in this context the legal rights of their "true" social classes.

**Outlawing**: Anyone who becomes an Outlaw will not officially be an Outlaw until the first sunrise.

**"When men speak ill of you,
live so that nobody will believe them."**

**"All those who carry wreaths
are not virgins."**

**"A liar is not believed
when he speaks the truth."**

# Bands, Cults & Organisations

## The Liberated

The Liberated is the mystery cult of the Bacchantes and Maenads, with grapes as their symbol. This mystery cult is a part of FraujaR's The Temple of the Elves, seeking the preservation of the memories of the forebears, religious traditions and mythology, and celebrating youthful beauty and health.

At first glance The Liberated seem rather harmless and peaceful, but in addition to embracing religious traditions, beautiful dance and beauty in general they also cultivate ecstasy. The dance leads to ecstasy and sometimes it can go so far that even the most innocent Maenads lose their minds, run out into the night and tear animals to bits and pieces with their bare hands.

### Bacchante

| Bacchante | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | 15 | 20 |
| Favour Points | 2 | 6 | 12 | 12 | 12 |
| Max PL Favourite D. | 0 | 1 | 3 | 3 | 3 |
| Max PL Other Deities. | 0 | 0 | 1 | 1 | 1 |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | +5 | +5 |
| Acting | Dancing | Flute Playing | | Mêlée | |
| Religious Tradition | Singing | Social Skills | | Stamina (+8) | |
| World Lore | | | | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | +3 | +4 |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +0 | +2 | +5 | +7 | +9 |
| DV (MÊ) | +10 | +12 | +15 | +17 | +19 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | -2 | +1 | +2 | +3 | +4 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 11 | 15 | 20 | 25 | 30 |
| SP | 8 | 10 | 13 | 13 | 13 |
| Courage | +1 | +1 | +1 | +1 | +1 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Long sword | D10 | +0 | -2/+2 | +2 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Javelin | D6 | -1 | -1/+1 | +4 (+2 MÊ) | 25 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur Shirt | 1 | - | -/+2 DD | | |

The name refers to their religious liberation from death and more so the fear of dying. Like the Berserks they are fearless in their ecstasy and claim to find total freedom when in this state.

There are very few Bacchantes in The Liberated, and each community never has more than one Bacchante.

The Maenads are and must all remain virgins, until they normally marry after ten years in service for their deity. When they do they lose their Maenad character role. Bacchantes are similar to the May Kings of the tradition (see **The Tradition [The High Festivals]**), and their main task is to protect the Maenads and their innocence.

### Maenad

| Maenad | Novice | Experienced | Veteran | |
|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | |
| Favour Points | 2 | 6 | 12 | |
| Max PL Favourite D. | 0 | 1 | 3 | |
| Max PL Other Deities. | 0 | 0 | 1 | |
| **Character Role Skills** | | | | |
| **Proficiency** | +0 | +2 | +5 | |
| Acting | Dancing | Flute Playing | | Mêlée |
| Religious Tradition | Singing | Social Skills | | Stamina (+8) |
| World Lore | | | | |
| **Trained Skills** | | | | |
| **Proficiency** | +0 | +1 | +2 | |
| # of skills | 1 | 5 | 10 | |
| **Combat** | | | | |
| Fright mod | +0 | +0 | +0 | |
| OV (MÊ) | +0 | +3 | +5 | |
| DV (MÊ) | +10 | +13 | +15 | |
| Dodging | +1 | +1 | +1 | |
| OV (MI) | -2 | +1 | +2 | |
| DV (MI) | +11 | +11 | +11 | |
| HP | 10 | 14 | 19 | |
| SP | 8 | 10 | 13 | |
| Courage | +1 | +1 | +1 | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** **Range** |
| Short seax | D4 | -3 | -2/+2 | +0 - |
| Javelin | D6 | -1 | -1/+1 | +4 (+2 MÊ) 25 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | |
| Fur Shirt | 1 | - | -/+2 DD | |

Hâvamâl, stanza 68

**"Eldr er beztr**
**með ýta sonum**
**ok sôlar sýn,**
**heilyndi sitt,**
**er maðr hafa nâir,**
**ân við löst at lifa."**

(Fire is best
and Sunlight
for the sons of the Earth,
his good health
man then has won,
free of burden in his life.)

## The Rangers

The Rangers is the leaderless organisation of the Rangers, with a bow and arrow as their symbol. The Rangers is a part of Skanþan's The Temple of the Source.

The organisation is made up of a solemn promise to protect nature against mankind's unnecessary cultivation and a promise to always help other Rangers and bears in need. Many rulers use Rangers as messengers and spies, but they don't always let themselves be used like that.

### Ranger

| Ranger | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | **1** | **5** | **10** | **15** | **20** |
| Favour Points | 2 | 6 | 12 | 12 | 12 |
| Max PL Favourite D. | 0 | 1 | 3 | 3 | 3 |
| Max PL Other Deities. | 0 | 0 | 1 | 1 | 1 |
| **Character Role Skills** | | | | | |
| **Proficiency** | **+0** | **+2** | **+5** | **+5** | **+5** |
| Acrobatics | Flute Playing | | Healing | | Missile |
| Navigation | Poetry | | Religious Tradition | | |
| Stamina (+8) | Stealth | | Swimming Tracking | | |
| **Trained Skills** | | | | | |
| **Proficiency** | **+0** | **+1** | **+2** | **+3** | **+4** |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +0 | +1 | +2 | +3 | +4 |
| DV (MÊ) | +10 | +11 | +12 | +13 | +14 |
| Dodging | +1 | +1 | +2 | +2 | +2 |
| OV (MI) | +0 | +2 | +6 | +8 | +10 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 10 | 15 | 20 | 25 | 30 |
| SP | 8 | 10 | 13 | 13 | 13 |
| Courage | +1 | +1 | +1 | +1 | +1 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Short Sword | D8 | -1 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Long Self Bow | D6 | - | -1/+3 | +4 | 45 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur Shirt | 1 | - | -/+2 DD | | |

## The Ansgardaraiþô

The Ansgardaraiþô ("the ride of AnsgardaR") is the mystery cult of the Berserks and Valkyries, with a spear's point or a burial mound as their symbol. The Ansgardaraiþô is a part of WôðanaR's The Temple of Fury. The different Wôðanic armies serve as elite war-bands for the different rulers of Thulê, but their main task is really to protect the burial sites and make sure no one trespasses and unlawfully gains access to the burial mounds. They further make sure nobody cuts the grass or chops down trees on the burial mounds. They also organise the burials of nobles and participate with special roles in several of the high festivals.

An Ansgardaraiþô in the realm is usually a mixed blessing; they are very useful in war, but often a huge problem in times of peace. The Berserks and Valkyries see war as a goal in itself. They want war for the sake of war and see a glorious death as the greatest honour. If there is no war they often provoke one or start one themselves.

The Valkyries are and must all remain virgins, until they normally marry after ten years in service for their deity. When they do they lose their Valkyrie character role.

See Hallow Evening in **The Religion** (**The High Festivals**).

### Berserk

| Berserk | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | **1** | **5** | **10** | **15** | **20** |
| Favour Points | 2 | 6 | 12 | 12 | 12 |
| Max PL Favourite D. | 0 | 1 | 3 | 3 | 3 |
| Max PL Other Deities. | 0 | 0 | 1 | 1 | 1 |
| **Character Role Skills** | | | | | |
| **Proficiency** | **+0** | **+2** | **+5** | **+5** | **+5** |
| Acrobatics | Dancing | | Flute Playing | | Healing |
| Mêlée | Religious Tradition | | Stamina (+8) | | |
| **Trained Skills** | | | | | |
| **Proficiency** | **+0** | **+1** | **+2** | **+3** | **+4** |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +1 +1 | +3 +1 | +6 +1 | +8 +1 | +10 +1 |
| DV (MÊ) | +11 +2 | +13 +2 | +16 +2 | +18 +2 | +20 +2 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | +0 | +1 | +2 | +3 | +4 |
| DV (MI) | +10 +4 | +10 +4 | +10 +4 | +10 +4 | +10 +4 |
| HP | 12 | 20 | 30 | 40 | 50 |
| SP | 8 | 10 | 13 | 13 | 13 |
| Courage | +1 | +1 | +3 | +3 | +3 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Spear | D8 + 1 | +0 | -1/+1 | +4 | 15 |
| Long Seax | D6 + 1 | -1 | -2/+2 | +0 | - |
| Javelin | D6 | -1 | -1/+1 | +4 (+2 MÊ) | 25 |
| **Shield (+1 OV)** | **DV MÊ** | **DV MI** | | **MS** | |
| Large wooden | +2 | +4 | | -3 | |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur Shirt | 1 | - | -/+2 DD | | |

### Valkyrie

| Valkyrie | Novice | Experienced | Veteran | | |
|---|---|---|---|---|---|
| **Level** | **1** | **5** | **10** | | |
| Favour Points | 2 | 6 | 12 | | |
| Max PL Favourite D. | 0 | 1 | 3 | | |
| Max PL Other Deities. | 0 | 0 | 1 | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | **+0** | **+2** | **+5** | | |
| Acrobatics | Dancing | | Flute Playing | | Healing |
| Missile | Religious Tradition | | Stamina (+8) | | |
| **Trained Skills** | | | | | |
| **Proficiency** | **+0** | **+1** | **+2** | | |
| # of skills | 1 | 5 | 10 | | |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | | |
| OV (MÊ) | +0 | +1 | +2 | | |
| DV (MÊ) | +10 | +11 | +12 | | |
| Dodging | +1 | +1 | +1 | | |
| OV (MI) | +0 | +2 | +6 | | |
| DV (MI) | +11 | +11 | +11 | | |
| HP | 10 | 14 | 19 | | |
| SP | 8 | 10 | 13 | | |
| Courage | +1 | +1 | +1 | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Short Sword | D8 | -1 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Long Self Bow | D6 | - | -1/+3 | +4 | 45 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |

## The Gardeners

The Gardeners is a group of native Thulêan bigots working to remove all non-natives from Thulê, by all and any means necessary, at any cost. They see the Arbîs and Khemetians as «Weed in the gardens of Elysium», so they call themselves gardeners, working to removing the weed. Their symbol is a maroon Gebô rune (ᚷ). Their leader is known as "The Gardener", but his true identity is unknown to all but high-ranking members.

How to become member: be a bigot in words and deeds, and they might seek you to join them.

| The Gardener (Civilian) | | | | | |
|---|---|---|---|---|---|
| Level | 16 | | | | |
| Favour Points | 4 | | | | |
| Max PL Favourite D. | 1 | | | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +5 | | | | |
| Acrobatics | Mêlée | Missile | Stealth | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +4 | | | | |
| All others | | | | | |
| **Combat** | | | | | |
| Fright mod | +0 | | | | |
| OV (MÊ) | +7 | | | | |
| DV (MÊ) | +17 | | | | |
| Dodging | +2 | | | | |
| OV (MI) | +7 +1 OV | | | | |
| DV (MI) | +10 | | | | |
| HP | 26 | | | | |
| SP | 12 | | | | |
| Courage | +1 | | | | |
| **Weapons** | Damage | DV | Cut/Shock | Initiative | Range |
| Long Sword | D10 | +0 | -2/+2 | +2 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Crossbow (+1 OV) | D6 + 1 | - | -1/+3 | +4 | 40 |
| **Armour** | | AV | MS | Stealth/Swimming | |
| Boiled Leather Scale | | 2 | -1 | -/+4 DD | |

## Bigot (Civilian)

| Bigot | Novice | Experienced | Veteran |
|---|---|---|---|
| **Level** | 1 | 5 | 10 |
| Favour Points | 0 | 1 | 2 |
| **Character Role Skills** | | | |
| **Proficiency** | +0 | +2 | +5 |
| Acrobatics | Mêlée | Missile | Stealth |
| **Trained Skills** | | | |
| **Proficiency** | +0 | +1 | +2 |
| # of skills | 1 | 5 | 10 |
| **Combat** | | | |
| Fright mod | +0 | +0 | +0 |
| OV (MÊ) | +0 | +2 | +6 |
| DV (MÊ) | +10 | +12 | +16 |
| Dodging | +1 | +1 | +1 |
| OV (MI) | +0 +1 | +2 +1 | +6 +1 |
| DV (MI) | +10 | +10 | +10 |
| HP | 11 | 15 | 20 |
| SP | 8 | 8 | 8 |
| Courage | +0 | +0 | +0 |

| Weapons | Damage | DV | Cut/Shock | Initiative | Range |
|---|---|---|---|---|---|
| Short Sword | D8 | -1 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Crossbow (+1 OV) | D6 + 1 | - | -1/+3 | +4 | 40 |
| **Armour** | | AV | MS | Stealth/Swimming | |
| Boiled Leather Scale | | 2 | -1 | -/+4 DD | |

## The Cult of Meleh Ha-Mashiach

The followers of the grotesque cult of Meleh Ha-Mashiach are all Khemetians, who see Meleh Ha-Mashiach (a very cunning [and possibly a former] Khemetian Sicarii member) not only as a god, but as the only true god. They aim to murder all «other» deities and their Bards, desecrate and burn their temples, ruin their heritage and insert their sly and ruthless quasi-god on the throne of the Sky God (TîwaR). Their symbol is a crude picture of a fish. Thankfully Meleh Ha-Mashiach lives elsewhere, but his lunatic followers have been found in Thulê as well.

How to become member: find a member and denounce your Thulêan heritage (if you have one) and the Thulêan deities, and go through a dark and grotesque initiation ritual (involving self-mutilation) and accept Meleh Ha-Mashiach as the only true god. No member or ex-member of the cult of Meleh Ha-Mashiach can ever gain any favour with any deities, even if Religious and of Thulêan origin.

| Meleh Ha-Mashiach (Trickster) | | | | | |
|---|---|---|---|---|---|
| Level | 15 | | | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +5 | | | | |
| Acrobatics | Acting | Climbing | Mechanics | | |
| Social Skills | Stealth | Trickery | | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +3 | | | | |
| All others | | | | | |
| **Combat** | | | | | |
| Fright mod | -5 | | | | |
| OV (MÊ) | +4 | | | | |
| DV (MÊ) | +14 | | | | |
| Dodging | +1 | | | | |
| OV (MI) | +3 | | | | |
| DV (MI) | +10 | | | | |
| HP | 25 | | | | |
| SP | 11 | | | | |
| Courage | +1 | | | | |
| **Weapons** | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| **Armour** | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

Meleh Ha-Mashiach has several special dark powers, that he can each use *eight times each day* (it takes one round to use one of these powers):

**Smite**: a target in sight must test Fortitude against DD 15, or suffer D4 physical damage (armour does not absorb this damage).

**Petty Curse**: a target in sight must test Fortitude against DD 15, or suffer a -2 mod to all *skills* until the next sunrise.

**Confuse**: a target in sight must test Fortitude against DD 15, or he will be stunned (see Combat Rules) for D4 rounds.

**Infect**: an *injured* target in sight must test Fortitude against DD 15, or he will lose 1 HP every 1 hour until sunrise. Healing DD 14 to remove the infection.

**Raise Dead**: works just like the spell *Create Nâr*, only the nâr will drop dead at the next sunrise.

**Fear**: all lunatic followers in sight of Mele Ha-Mashiach will panic, and will attack their enemies (in panic) for one full minute (with +1 to OV and DV). See **Morale (Combat Rules)**.

**Dominate**: he can dominate a person in sight (Fortitude DD 15 to avoid the effect) and command him to do *anything* (even kill himself).

**LUNATIC PRIEST**: Contrary to what most Thulêans think, some of the followers of Meleh Ha-Mashiach have some real sorcerous powers, that they have learned through nightmares, when under the influence of some dark foreign anti-deity (possibly WumîaR, Beleþôrn or SwartaR). These dark sorcerers are known as lunatic priests to the Thulêans, and they travel along with groups of lunatic followers to Thulê, in company with pirates. Some claim they and the pirates have a common goal.

### Lunatic Priest (Civilian)

| Lunatic Priest | Veteran | | | | |
|---|---|---|---|---|---|
| Level | 5 | | | | |
| Character Role Skills | | | | | |
| Proficiency | +2 | | | | |
| Acting | Alchemy | | Fortitude | | Rune Lore |
| Trained Skills | | | | | |
| Proficiency | +1 | | | | |
| # of skills | 5 | | | | |
| Combat | | | | | |
| Fright mod | -4 | | | | |
| OV (MÊ) | +1 | | | | |
| DV (MÊ) | +11 | | | | |
| Dodging | +1 | | | | |
| OV (MI) | +1 | | | | |
| DV (MI) | +10 | | | | |
| HP | 15 | | | | |
| SP | 8 | | | | |
| Courage | +0 | | | | |
| Weapons | Damage | DV | Cut/Shock | Initiative | Range |
| Staff | D4 | +1 | +2/-2 | +4 | 10 |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Armour | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

Can *five times each day* use the following dark powers (it takes one round to use one of these powers):

**Smite**: a target in sight must test Fortitude against DD 14, or suffer D4 physical damage (armour does not absorb this damage).
**Petty Curse**: a target in sight must test Fortitude against DD 14, or suffer a -2 mod to all *skills* until the next sunrise.
**Confuse**: a target in sight must test Fortitude against DD 14, or he will be stunned (see Combat Rules) for D4 rounds.
**Infect**: an *injured* target in sight must test Fortitude against DD 14, or he will lose 1 HP every 1 hour until sunrise. Healing DD 14 to remove the infection.
**Raise Dead**: works just like the spell *Create Nâr*, only the nâr will drop dead at the next sunrise.
**Fear**: all lunatic followers in sight of the Lunatic Priest will panic, and will attack their enemies (in panic) for one full minute (with +1 to OV and DV). See **Morale (Combat Rules)**.

### Lunatic Follower (Civilian)

| Lunatic Follower | Novice | Experienced | | |
|---|---|---|---|---|
| Level | 1 | 5 | | |
| Character Role Skills | | | | |
| Proficiency | +0 | +2 | | |
| Acting | Dancing | | Singing | Trickery |
| Trained Skills | | | | |
| Proficiency | +0 | +1 | | |
| # of skills | 1 | 5 | | |
| Combat | | | | |
| Fright mod | +0 | +0 | | |
| OV (MÊ) | +0 | +1 | | |
| DV (MÊ) | +8 | +11 | | |
| Dodging | +1 | +1 | | |
| OV (MI) | -2 | +1 | | |
| DV (MI) | +10 | +10 | | |
| HP | 11 | 15 | | |
| SP | 8 | 8 | | |
| Courage | -1 | -1 | | |
| Weapons | Damage | DV | Cut/Shock | Initiative | Range |
| Club | D3 | -2 | +2/-2 | +0 (+4 MI) | 10 |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Armour | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

### The Hashashin

The Hashashin (*alias* The Assassins) is a branch of The Cult of Meleh Ha-Mashiach, led by a heartless Khemetian brute called Yissacha and made up mostly of Khemetians posing as merchants, dedicated to assassinations.

They have no sense of honour or pride and frequently use poison, back-stabbings and other dishonourable means to murder their victims. They are utter cowards and always try to flee if they are caught in the act, and are known to put up a fight only if they vastly outnumber their foes or face helpless enemies. Their symbol is a picture of a waning moon (to denote that they assassinate during the night; "in the Moonlight").

How to become member: be both a member of the cult of Meleh Ha-Mashiach and have the Trickster role.

| Yissacha (Trickster) | | | | | |
|---|---|---|---|---|---|
| Level | 21 | | | | |
| Character Role Skills | | | | | |
| Proficiency | +5 | | | | |
| Acrobatics | Acting | | Climbing | | Mechanics |
| Social Skills | Stealth | | Trickery | | |
| Trained Skills | | | | | |
| Proficiency | +4 | | | | |
| All others | | | | | |
| Combat | | | | | |
| Fright mod | +0 | | | | |
| OV (MÊ) | +5 | | | | |
| DV (MÊ) | +15 | | | | |
| Dodging | +2 | | | | |
| OV (MI) | +5 | | | | |
| DV (MI) | +10 | | | | |
| HP | 31 | | | | |
| SP | 12 | | | | |
| Courage | +0 | | | | |
| Weapons | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Armour | | AV | MS | Stealth/Swimming | |
| Boiled Leather Scale | | 2 | -1 | +0/+4 DD | |

**Assassin (Trickster)**

| | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | 15 | 20 |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | +5 | +5 |
| Acrobatics | Acting | | Climbing | | Mechanics |
| Social Skills | Stealth | | Trickery | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | +3 | +4 |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +0 | +1 | +2 | +3 | +4 |
| DV (MÊ) | +10 | +11 | +12 | +13 | +14 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | -2 +1 | +1 +1 | +2 +1 | +3 +1 | +5 +1 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 11 | 15 | 20 | 25 | 30 |
| SP | 8 | 8 | 8 | 8 | 8 |
| Courage | +0 | +0 | +0 | +0 | +0 |
| **Weapons** | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Crossbow (+1 OV) | D6 + 1 | - | -1/+3 | +4 | 40 |
| **Armour** | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

## The Sicarii

The Sicarii («dagger-men») is a group of Khemetian zealots and murderers, led by a cruel, greedy and utterly dishonest mongrel called Ephrym. They all worship a false god, in the form of a golden cow. There are none more despicable and dishonourable than the Sicarii.

Their Khemetian members often commit murder in broad daylight, hiding their blades under their cloaks, and then after stabbing their poor victims to death they disappear in the crowd. They also poison or in other ways foul the food supplies and wells of large settlements, kill livestock, sabotage fishing vessels and use deceit to turn honourable Thulêan kings against each other.

Some think they for some inexplicable reason are actually dedicated to the task of depopulating Thulê, because of all the death and destruction they cause, but their true motives are not known. Their symbol is a picture of a blue encircled curved-short sword (their weapon of choice), against a white background.

How to become member: you have to have the Trickster role, murder an innocent (usually a child) and then go through a dark and grotesque initiation ritual (involving self-mutilation) and accept their idol as the only true deity. No member or ex-member of the Sicarii can ever gain any favour with any deities, even if Religious and of Thulêan origin.

**"Cowards may die many times before their deaths."**

**Ephrym (Trickster)**

| | | | | | |
|---|---|---|---|---|---|
| **Level** | 16 | | | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +5 | | | | |
| Acrobatics | Acting | | Climbing | | Mechanics |
| Social Skills | Stealth | | Trickery | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +4 | | | | |
| All others | | | | | |
| **Combat** | | | | | |
| Fright mod | +0 | | | | |
| OV (MÊ) | +5 | | | | |
| DV (MÊ) | +15 | | | | |
| Dodging | +1 | | | | |
| OV (MI) | +4 | | | | |
| DV (MI) | +10 | | | | |
| HP | 26 | | | | |
| SP | 12 | | | | |
| Courage | +0 | | | | |
| **Weapons** | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| **Armour** | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

**Dagger-Man (Trickster)**

| | Novice | Experienced | Veteran | Crack | |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | 15 | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | +5 | |
| Acrobatics | Acting | | Climbing | | Mechanics |
| Social Skills | Stealth | | Trickery | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | +3 | |
| # of skills | 1 | 5 | 10 | 15 | |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | |
| OV (MÊ) | +0 | +1 | +2 | +3 | |
| DV (MÊ) | +10 | +11 | +12 | +13 | |
| Dodging | +1 | +1 | +1 | +1 | |
| OV (MI) | -2 +1 | +1 +1 | +2 +1 | +3 +1 | |
| DV (MI) | +10 | +10 | +10 | +10 | |
| HP | 11 | 15 | 20 | 25 | |
| SP | 8 | 8 | 8 | 8 | |
| Courage | +0 | +0 | +0 | +0 | |
| **Weapons** | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| **Armour** | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

### RîkaR Thulêus

The RîkaR Thulêus ("king Thulêus") is a group of (strictly Religious) natives whose main objective is to unite all the natives of Thulê and build a Thulêan confederacy, ruled by one high king. Many Gardeners (see The Gardeners) see the formation of a Thulêan confederacy as the only way to save the Thulêan heritage. Their symbol is the name Thulêus written with dark red runes, usually on a blue flag.

How to become member: be a native, share and express their ideals, and they might seek you to join them.

**"Generous and brave men live the best."**

## Imperialist (Civilian)

| | Novice | Experienced | Veteran | | |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | | |
| Favour Points | 1 | 2 | 5 | | |
| Max PL Favourite D. | 0 | 0 | 1 | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | | |
| Poetry | Religious Tradition | | Singing | Social Skills | |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | | |
| # of skills | 1 | 5 | 10 | | |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | | |
| OV (MÊ) | +0 | +1 | +2 | | |
| DV (MÊ) | +10 | +11 | +12 | | |
| Dodging | +1 | +1 | +1 | | |
| OV (MI) | -2 +1 | +1+1 | +2 +1 | | |
| DV (MI) | +10 | +10 | +10 | | |
| HP | 11 | 15 | 20 | | |
| SP | 8 | 8 | 8 | | |
| Courage | +0 | +0 | +0 | | |
| **Weapons** | Damage | DV | Cut/Shock | Initiative | Range |
| Short Seax | D4 | -3 | -2/+2 | +0 | - |
| **Armour** | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

### The Antediluvians

The Antediluvians is a cult made up of both Arbîs and Khemetians, who worship the fallen (ettin-) deity WumîaR. They claim to have heard his call from the deep and work to restore him to the throne as ruler of the Earth. They are led by a nameless manteratos (called "The Prophet") and are known to build crude and ugly altars, decorated with grotesque images of WumîaR, usually small and poorly made clay statues. They kidnap other human beings (mostly women and children) in the night and sacrifice them to WumîaR, hoping this will eventually wake him up and make him return – as their god and king. Their symbol is a picture of a green Kraken against a black background.

How to become member: you have to bring a human victim, to be sacrificed by you on one of their altars, and then go through a dark and grotesque initiation ritual and accept WumîaR as the only true deity. No member or ex-member of the Antediluvians can ever gain any favour with any deities, even if Religious and of Thulêan origin.

**Uniforms?**

Even though many warriors in Thulê often 'on paper' wear and use the exact same equipment, they don't look the same, because nothing is mass-produced in Thulê; every item is unique.

**"Fear the reckoning of those you have wronged."**

## Cultist (Civilian)

| | Novice | Experienced | Veteran | | |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | | |
| Alchemy | Navigation | | Rune Lore | | Singing |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | | |
| # of skills | 1 | 5 | 10 | | |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | | |
| OV (MÊ) | +0 | +1 | +2 | | |
| DV (MÊ) | +10 | +11 | +12 | | |
| Dodging | +1 | +1 | +1 | | |
| OV (MI) | -2 | +1 | +2 | | |
| DV (MI) | +10 | +10 | +10 | | |
| HP | 11 | 15 | 20 | | |
| SP | 8 | 8 | 8 | | |
| Courage | +0 | +0 | +0 | | |
| **Weapons** | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| **Armour** | | AV | MS | Stealth/Swimming | |
| N/a | | | | | |

**CULTISTS**: whenever they can, every full moon the cultists sacrifice an innocent (usually a child or a woman, but any human being will do) in a dark ceremony (that takes D6 hours to perform), held near dark lakes, deep bogs or the sea. They believe this will awaken their Ettin master, WumîaR. When the ceremony is over, the myth master casts a D20: if the result is 19-20 an Ettin will appear.

| D20 | The Type of Ettin that will Appear: | |
|---|---|---|
| 1-10 | Small Kraken | |
| 15-17 | Medium Kraken | |
| 18-19 | Large Kraken | |
| 20 | (cast the dice again:) | |
| | + D20 | The Type of Ettin that will Appear: |
| | 1-19 | Sea Worm |
| | 20 | Huge Kraken (Their Lord WumîaR has Arrived!) |

If the Ettin appears, the cultists are unable to control it, and it will attack and try to eat them all. Normally, the cultists flee the scene, and let the Ettin roam free. The cultists are all raving mad, and think that when their Lord WumîaR arrives, all the lesser Ettins will follow his command and allow them – the cultists – a special place in his kingdom on Earth.

### The Hirð of (any Realm)

Every Thulêan king has a bodyguard (i. e. a standing, professional army), and this is called the Hirð («the bodyguard») of this or that tribe. The Hirð is also the king's intelligence service and police, and both men and women can become members. Their symbol is (in all realms) always a bundle of rods containing an axe with the blade projecting, as a symbol of their right and duty to execute traitors and other criminals. How to become member: have the Warrior, Trickster or the Stalker role, prove your loyalty to the king and queen and they might seek you to join the Hirð. You can not be a member of more than one Hirð.

## Bodyguard (Warrior)

| | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|
| **Level** | 5 | 10 | 15 | 20 |
| **Character Role Skills** | | | | |
| **Proficiency** | +2 | +5 | +5 | +5 |
| Acrobatics | Mêlée | | Missile | |
| Riding | Seamanship | | Stamina (+8) | |
| **Trained Skills** | | | | |
| **Proficiency** | +1 | +2 | +3 | +4 |
| # of skills | 5 | 10 | 15 | 20 |
| **Combat** | | | | |
| Fright mod | +0 | +0 | +0 | +0 |
| OV (MÊ) | +3 + 1 | +6 + 1 | +8 + 1 | +10 + 1 |
| DV (MÊ) | +13 + 1 | +16 + 1 | +18 + 1 | +20 + 1 |
| Dodging | +2 | +2 | +2 | +2 |
| OV (MI) | +3 - 1 | +6 - 1 | +7 - 1 | +8 - 1 |
| DV (MI) | +10 + 1 | +10 + 1 | +10 + 1 | +10 + 1 |
| HP | 20 | 30 | 40 | 50 |
| SP | 10 | 13 | 13 | 13 |
| Courage | +3 | +3 | +3 | +3 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Battle axe, short | D8 | -1 | +0/+0 | +0 (+4 MI) | 10 |
| Long Seax | D6 + 1 | -1 | -2/+2 | +0 | - |
| Throwing axe | D8 | -2 | +0/+0 | +0 (+4 MI) | 10 |
| **Shield (+1 OV)** | **DV MÊ** | **DV MI** | | **MS** | |
| Small wooden | +1 | +1 | | -2 | |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Iron Scale | 3 | - | +2/+4 DD | | |
| Cap (-1 Perception/MI) | 1 | - | - | | |

## Bodyguard (Trickster/Stalker)

| | Experienced | Veteran | Crack | Elite | |
|---|---|---|---|---|---|
| **Level** | 5 | 10 | 15 | 20 | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +2 | +5 | +5 | +5 | |
| **Trickster** | | | | | |
| Acrobatics | Acting | | Climbing | | Mechanics |
| Social Skills | Stealth | | Trickery | | |
| **Stalker** | | | | | |
| Acrobatics | Climbing | | Navigation | | Riding |
| Stamina (+8) | Stealth | | Swimming | | Tracking |
| **Trained Skills** | | | | | |
| **Proficiency** | +1 | +2 | +3 | +4 | |
| # of skills | 5 | 10 | 15 | 20 | |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | |
| OV (MÊ) | +1 | +2 | +3 | +4 | |
| DV (MÊ) | +11 | +12 | +13 | +14 | |
| Dodging | +1 | +1 | +1 | +1 | |
| OV (MI) | +1 | +2 | +3 | +4 | |
| DV (MI) | +10 | +10 | +10 | +10 | |
| HP | 15 | 20 | 25 | 30 | |
| Trickster SP | 8 | 8 | 8 | 8 | |
| Stalker SP | 9 | 10 | 11 | 13 | |
| Courage | +1 | +1 | +1 | +1 | |
| **Trickster** | | | | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Long Seax | D6 + 1 | -1 | -2/+2 | +0 | - |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |
| **Stalker** | | | | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Long Seax | D6 + 1 | -1 | -2/+2 | +0 | - |
| Long Self Bow | D6 | - | -1/+3 | +4 | 45 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur Shirt | 1 | - | -/+2 DD | | |

## The Herlið of (any Realm)

All the adult men of each tribe are seen as members of the Herlið («army») and are expected to rush to the aid of the king when he calls for them. Every army also has a contingent of shield maidens, volunteer women of the tribe (usually the wives and daughters of the warriors), who are to join the men in war, not to fight alongside them, but to supply them with new weapons and shields whenever they are lost or broken in battle. The Herlið symbol is always the symbol of the tribe.

How to become member: be an adult man of any social class, and you are a member whether you like it or not. Be a woman and you can volunteer if you like. You can only be a member of the Herlið of your own tribe.

Most (on average 60%) of the tribesmen in any army are warriors, but many (on average 40%) are just civilians forced to take up arms to fight alongside their other tribesmen. If you are using 'Deus ex machina'; in Agadîr, Andâlanga, Ellinea, Tawia and Troskenia 50% *of the warriors* (so about 30% of the army) are instead legionaries.

## Tribesmen (Warrior)

| | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | 15 | 20 |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | +5 | +5 |
| Acrobatics | Mêlée | | Missile | | |
| Riding | Seamanship | | Stamina (+8) | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | +3 | +4 |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +1 | +3 | +6 | +8 | +10 |
| DV (MÊ) | +11 | +13 | +16 | +18 | +20 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | +0 | +2 | +6 | +7 | +8 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 12 | 20 | 30 | 40 | 50 |
| SP | 8 | 10 | 13 | 13 | 13 |
| Courage | +1 | +3 | +3 | +3 | +3 |

| **Tribesmen Warriors:** | |
|---|---|
| King | Level 20 |
| Heavy Infantry | Level 5, 10, 15 or 20 |
| Skirmisher (Light Infantry) | Level 1, 5 or 10 |
| Light Archer | Level 1, 5 or 10 |
| Heavy Archer | Level 5, 10, 15 or 20 |
| Slinger | Level 1, 5, 10, 15 or 20 |
| Heavy Cavalry | Level 5, 10, 15 or 20 |
| Cavalry Archer | Level 5, 10, 15 or 20 |
| Light Cavalry | Level 1, 5, 10 or 15 |

**Shield Maidens**

The shield maidens not only supply the warriors with new weapons and shields, they also cook and perform other mundane tasks for them. They shout encouragements to the warriors in the heat of battle, and if their warriors are losing they sometimes rip open their dresses or shirts to expose their breasts to show what is at stake; if their warriors lose the battle the shield maidens risk being taken as booty and sold off as thralls. This makes their warriors fight harder and quite often it can turn the tide of the battle.

### Tribesmen (Civilian)

| | Novice | Experienced | Veteran | Crack |
|---|---|---|---|---|
| **Level** | **1** | **5** | **10** | **15** |
| **Character Role Skills** | | | | |
| **Proficiency** | **+0** | **+2** | **+5** | **+5** |
| Missile + 3 others | | | | |
| **Trained Skills** | | | | |
| **Proficiency** | **+0** | **+1** | **+2** | **+3** |
| # of skills | 1 | 5 | 10 | 15 |
| **Combat** | | | | |
| Fright mod | +0 | +0 | +0 | +0 |
| OV (MÊ) | +0 | +1 | +2 | +4 |
| DV (MÊ) | +10 | +11 | +12 | +14 |
| Dodging | +1 | +1 | +1 | +1 |
| OV (MI) | +0 | +2 | +5 | +6 |
| DV (MI) | +10 | +10 | +10 | +10 |
| HP | 11 | 15 | 20 | 25 |
| SP | 8 | 8 | 8 | 8 |
| Courage | +0 | +0 | +0 | +0 |

| Tribesmen Civilans: | |
|---|---|
| Scout | Level 1 or 5 |
| Shield Maiden | Level 1 or 5 |
| Slinger | Level 1, 5, 10 or 15 |
| Light Cavalry | Level 1, 5, 10 or 15 |
| Skirmisher (Light Infantry) | Level 1, 5 or 10 |
| Light Archer | Level 1, 5 or 10 |

### The Hunters

The Hunters is a group of professional man-hunters, actively looking for (almost exclusively permanent) outlaws to kill them. The leader of The Hunters, Wulfstan Airikson af Viruni auk Erulia, claims they are freelancers and that they hunt for whoever hires them to do so.

They usually demand 5 gold ounces in payment for each outlaw killed. They accept all Thulêans as members, as long as they are Warriors or Stalkers. Their symbol is a picture of a black raven on a yellow background.

| Wulfstan Airikson af Viruni auk Erulia (Stalker) | | | | | |
|---|---|---|---|---|---|
| Level | 25 | | | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | **+5** | | | | |
| Acrobatics | Climbing | | Navigation | | Riding |
| Stamina (+8) | Stealth | | Swimming | | Tracking |
| **Trained Skills** | | | | | |
| **Proficiency** | **+4** | | | | |
| All others | | | | | |
| **Combat** | | | | | |
| Fright mod | +0 | | | | |
| OV (MÊ) | +8 | | | | |
| DV (MÊ) | +18 | | | | |
| Dodging | +3 | | | | |
| OV (MI) | +7 | | | | |
| DV (MI) | +10 | | | | |
| HP | 35 | | | | |
| SP | 13 | | | | |
| Courage | +2 | | | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Long Seax | D6 + 1 | -1 | -2/+2 | +0 | - |
| Long Self Bow | D6 | - | -1/+3 | +4 | 45 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur | 1 | - | -/+2 DD | | |

### Man-Hunter (Warrior)

| | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | **1** | **5** | **10** | **15** | **20** |
| **Character Role Skills** | | | | | |
| **Proficiency** | **+0** | **+2** | **+5** | **+5** | **+5** |
| Acrobatics | Mêlée | | Missile | | |
| Riding | Seamanship | | Stamina (+8) | | |
| **Trained Skills** | | | | | |
| **Proficiency** | **+0** | **+1** | **+2** | **+3** | **+4** |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +1 | +3 | +6 | +8 | +10 |
| DV (MÊ) | +11 | +13 | +16 | +18 | +20 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | +0 | +2 | +6 | +7 | +8 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 12 | 20 | 30 | 40 | 50 |
| SP | 8 | 10 | 13 | 13 | 13 |
| Courage | +1 | +3 | +3 | +3 | +3 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Long Seax | D6 + 1 | -1 | -2/+2 | +0 | - |
| Long Self Bow | D6 | - | -1/+3 | +4 | 45 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur | 1 | - | -/+2 DD | | |

### Man-Hunter (Stalker)

| | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | **1** | **5** | **10** | **15** | **20** |
| **Character Role Skills** | | | | | |
| **Proficiency** | **+0** | **+2** | **+5** | **+5** | **+5** |
| Acrobatics | Climbing | | Navigation | | Riding |
| Stamina (+8) | Stealth | | Swimming | | Tracking |
| **Trained Skills** | | | | | |
| **Proficiency** | **+0** | **+1** | **+2** | **+3** | **+4** |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +0 | +1 | +2 | +3 | +4 |
| DV (MÊ) | +10 | +11 | +12 | +13 | +14 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | -2 | +1 | +2 | +3 | +4 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 11 | 15 | 20 | 25 | 30 |
| SP | 8 | 10 | 13 | 13 | 13 |
| Courage | +1 | +1 | +1 | +1 | +1 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Long Seax | D6 + 1 | -1 | -2/+2 | +0 | - |
| Long Self Bow | D6 | - | -1/+3 | +4 | 45 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur | 1 | - | -/+2 DD | | |

### The Merchants

The Merchants is a secretive guild, led by a Khemetian merchant called Levidai, made up of Khemetian merchants trying to make the natives abolish the ban on taking interests from loans, and establish trade monopolies all over Thulê, to increase their profit. Some claim they want to force the Thulêans into accepting their monetary system too, but others think they have even darker motives and claim they are in league with the Sicarii.

Unknown to most men in Thulê, the merchants also kidnap Thulêan children and sell them as slaves in foreign lands. Their symbol is a picture of two candlesticks, often engraved on a golden medallion carried by the members.

How to become member: be an obviously greedy and dishonest merchant, share and express their ideals, and they might seek you to join them – or for all you know you might already be working for them, as their unknowing lackey.

| Levidai (Civilian) | | | | | |
|---|---|---|---|---|---|
| Level | 17 | | | | |
| Character Role Skills | | | | | |
| Proficiency | +5 | | | | |
| Acting | Social Skills | | Trickery | | World lore |
| Trained Skills | | | | | |
| Proficiency | +4 | | | | |
| All others | | | | | |
| Combat | | | | | |
| Fright mod | +0 | | | | |
| OV (MÊ) | +5 | | | | |
| DV (MÊ) | +15 | | | | |
| Dodging | +1 | | | | |
| OV (MI) | +4 | | | | |
| DV (MI) | +10 | | | | |
| HP | 27 | | | | |
| SP | 12 | | | | |
| Courage | -1 | | | | |
| Weapons | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Armour | AV | MS | Stealth/Swimming | | |
| N/a | | | | | |

## Khemetian Merchant (Civilian)

| | Novice | Experienced | Veteran | | |
|---|---|---|---|---|---|
| Level | 1 | 5 | 10 | | |
| Character Role Skills | | | | | |
| Proficiency | +0 | +2 | +5 | | |
| Acting | Navigation | | Social Skills | | World lore |
| Trained Skills | | | | | |
| Proficiency | +0 | +1 | +2 | | |
| # of skills | 1 | 5 | 10 | | |
| Combat | | | | | |
| Fright mod | +0 | +0 | +0 | | |
| OV (MÊ) | -2 | +1 | +2 | | |
| DV (MÊ) | +8 | +11 | +12 | | |
| Dodging | +1 | +1 | +1 | | |
| OV (MI) | -2 | +1 | +2 | | |
| DV (MI) | +10 | +10 | +10 | | |
| HP | 11 | 15 | 20 | | |
| SP | 8 | 8 | 8 | | |
| Courage | -1 | -1 | -1 | | |
| Weapons | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Armour | AV | MS | Stealth/Swimming | | |
| N/a | | | | | |

## Khemetian Merchant Guard (Warrior)

| | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|
| Level | 5 | 10 | 15 | 20 |
| Character Role Skills | | | | |
| Proficiency | +2 | +5 | +5 | +5 |
| Acrobatics | Mêlée | | Missile | |
| Riding | Seamanship | | Stamina (+8) | |
| Trained Skills | | | | |
| Proficiency | +1 | +2 | +3 | +4 |
| # of skills | 5 | 10 | 15 | 20 |

| Combat | | | | |
|---|---|---|---|---|
| Fright mod | +0 | +0 | +0 | +0 |
| OV (MÊ) | +3 +1 | +6 +1 | +8 +1 | +10 +1 |
| DV (MÊ) | +13 | +16 | +18 | +20 |
| Dodging | +1 | +1 | +1 | +1 |
| OV (MI) | +2 | +6 | +7 | +8 |
| DV (MI) | +10 +1 | +10 +1 | +10 +1 | +10 +1 |
| HP | 20 | 30 | 40 | 50 |
| SP | 10 | 13 | 13 | 13 |
| Courage | +1 | +1 | +1 | +1 |
| Weapons | Damage | DV | Cut/Shock | Initiative | Range |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| 3+ Javelin | D6 | -1 | -1/+1 | +4 (+2 MÊ) | 25 |
| Shield (+1 OV) | DV MÊ | DV MI | | MS | |
| Wicker | +0 | +1 | | -1 | |
| Armour | AV | MS | Stealth/Swimming | | |
| Ivory Scale | 3 | - | +2/+4 DD | | |
| Cap (-1 Perception/MI) | 1 | - | - | | |

### Pirates

Several alien pirate bands are often seen in Thulê. They come from afar and only stay in Thulê for short periods of time. They plunder, kidnap, rape and murder until their vessels are filled with loot, or until their temporary bases are found and they are chased away, and they then return to their faraway lands with their loot, to gather strength for another raid. The pirate leaders known to operate in Thulê (sometimes inland!) are all Khemetians, all of them leading pirate parties made up of Arbîs and Khemetians.

Sometimes small Thulêan pirate bands (usually made up of native Outlaws) are also making life hard for many Thulêans, and some of them even leave the shores of Thulê to raid foreign shores.

Whenever pirates show up the Thulêans quickly form anti-pirate bands, made up of a network of scouts and rangers looking for pirate bases and war bands raiding the pirate bases once they get to know where they are. Rewards for locating such temporary bases are often generous (ranging from 1 to 6 gold ounces).

The pirate bands all have certain symbols painted on the sails of their vessels (if they sail) or on flags (if they row). The most common is a picture of one or more palm branches (a tree common where most of them come from), but other symbols are also used.

How to become member: there is no way to become a member of the foreign pirate bands for natives, and there is no single way to become a member of a native pirate group for natives either. Role-play it if you really want to and if the myth master allows it.

**"Where there is a sea, there are pirates."**

## Khemetian Pirate Captains (Warrior)

| Level | 10 | 14 | 15/16 | 17 | 19 |
|---|---|---|---|---|---|
| Favour Points | 2 | 3 | 3/4 | 4 | 4 |
| Max PL Favourite D. | 0 | 0 | 0/1 | 1 | 1 |
| **Character Role Skills** | | | | | |
| **Proficiency** | +5 | +5 | +5 | +5 | +5 |
| Acrobatics | Mêlée | | Missile | | |
| Riding | Seamanship | | Stamina (+8) | | |
| **Trained Skills** | | | | | |
| **Proficiency** | +2 | +3 | +3/+4 | +4 | +4 |
| All others | | | | | |
| **Combat** | | | | | |
| Fright mod | +0 | +0 | +0 | +0 | +0 |
| OV (MÊ) | +7 + 1 | +7 + 1 | +7 + 1 | +7 + 1 | +8 + 1 |
| DV (MÊ) | +17 + 1 | +17 + 1 | +17 + 1 | +17 + 1 | +18 + 1 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | +6 - 1 | +6 - 1 | +6 - 1 | +6 - 1 | +7 - 1 |
| DV (MI) | +10 + 1 | +10 + 1 | +10 + 1 | +10 + 1 | +10 + 1 |
| HP | 30 | 38 | 40/42 | 44 | 48 |
| SP | 13 | 13 | 13 | 13 | 13 |
| Courage | +2 | +2 | +2 | +2 | +2 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Curved sh. sword | D6 | -2 | -2/+2 | +1 | - |
| Dagger | D5 | -2 | -2/+2 | +1 | - |
| 2 Javelins | D6 | -1 | -1/+1 | +5 (+3 MÊ) | 25 |
| **Shield (+1 OV)** | **DV MÊ** | **DV MI** | | **MS** | |
| Small wooden | +1 | +1 | | -2 | |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Boiled leather scale | 2 | - | -/+4 DD | | |
| Cap (-1 Perception/MI) | 1 | - | - | | |

| The Pirate Captains: | |
|---|---|
| Baruch | Level 19 |
| Danan | Level 17 |
| Erbaz | Level 15 |
| Halevi | Level 19 |
| Shimeon | Level 15 |
| Yahuda | Level 10 |
| Zabara | Level 16 |
| Zerachia | Level 16 |
| Zabulon | Level 14 |

## Pirate (Warrior)

| | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|
| **Level** | 5 | 10 | 15 | 20 |
| **Character Role Skills** | | | | |
| **Proficiency** | +2 | +5 | +5 | +5 |
| Acrobatics | Mêlée | | Missile | |
| Riding | Seamanship | | Stamina (+8) | |
| **Trained Skills** | | | | |
| **Proficiency** | +1 | +2 | +3 | +4 |
| # of skills | 5 | 10 | 15 | 20 |
| **Combat** | | | | |
| Fright mod | +0 | +0 | +0 | +0 |
| OV (MÊ) | +3 + 1 | +6 + 1 | +8 + 1 | +10 + 1 |
| DV (MÊ) | +13 + 1 | +16 + 1 | +18 + 1 | +20 + 1 |
| Dodging | +1 | +1 | +1 | +1 |
| OV (MI) | +2 - 1 | +6 - 1 | +7 - 1 | +8 - 1 |
| DV (MI) | +10 + 1 | +10 + 1 | +10 + 1 | +10 + 1 |
| HP | 20 | 30 | 40 | 50 |
| SP | 10 | 13 | 13 | 13 |
| Courage | +1 | +1 | +1 | +1 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Curved sh. sword | D6 | -2 | -2/+2 | +0 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| 2 Javelins | D6 | -1 | -1/+1 | +4 (+2 MÊ) | 25 |
| **Shield (+1 OV)** | **DV MÊ** | **DV MI** | | **MS** | |
| Small wooden | +1 | +1 | | -2 | |
| **Armour** | | **AV** | **MS** | **Stealth/Swimming** | |
| Boiled leather scale | | 2 | - | -/+4 DD | |
| Cap (-1 Perception/MI) | | 1 | - | - | |

## The Temples

Each sympathetic deity has its own group of worshippers, a congregation, belonging to its temple. The different temples aid their members and work to increase the flock of their favourite deity. See **The Sympathetic Deities (Mythical Deities)** for more information about the different temples and their symbols.

Temples help their members and usually members of other temples as well as best they can, not least with healing – with a Healing proficiency of D6 + 1.

How to become member: be a native with a Religious life stance and the deity of the temple as your favourite deity. It is not possible to become a member of more than one such temple.

## Bards

| | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | 15 | 20 |
| Favour Points | 6 | 12 | 21 | 21 | 21 |
| Max PL Favourite D. | 2 | 4 | 7 | 7 | 7 |
| Max PL Other Deities. | 1 | 4 | 3 | 3 | 3 |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | +5 | +5 |
| Acting | Alchemy | | Dancing | | |
| Flute Playing | Healing | | Lyre Playing | | Poetry |
| Religious Tradition | Singing | | Social Skills | | World Lore |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | +3 | +4 |
| # of skills | 1 | 5 | 10 | 15 | 20 |
| **Combat** | | | | | |
| Fright mod | -2 | -2 | -2 | -2 | -2 |
| OV (MÊ) | +0 | +1 | +2 | +3 | +4 |
| DV (MÊ) | +10 | +11 | +12 | +13 | +14 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | -2 | +1 | +2 | +3 | +4 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 11 | 15 | 20 | 25 | 30 |
| SP | 8 | 8 | 8 | 8 | 8 |
| Courage | +1 | +1 | +1 | +1 | +1 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |

| Bards | |
|---|---|
| Druid/Druidinne | Level 15 or 20 |
| Ovates | Level 10 |
| Bard | Level 1 or 5 |

## The Robber King

The Robber King is not just a robber king, but the leader of an elusive band of Outlaws robbing travellers all over Thulê. However, his robber band never steals from the poor or the old, from women or children, and only use violence against 'those who deserve it'. They are known to favour Khemetian merchants as targets for their hold-ups, but are known to have robbed merchants of all creeds and breeds.

The Robber King and his men are all masked and wearing grey hooded cloaks when they rob others, so nobody knows who he or his men really are – although they are definitely of native stock. Perhaps the Robber King is not really an Outlaw (by class)? Perhaps he is collecting money for something special? Perhaps he really needs all those wares, precious metals and gems? Perhaps he is a funds raiser for some sinister (or benign) group? Some claim he is actually working for the Gardeners. Perhaps he is just a bored Nobleman looking for adventure? Only the myth master knows...

Their symbol is a picture of a (barely visible) black wolf against a dark grey background.

How to become member: who knows? Maybe they will contact you and ask you to join them, if they somehow find out that you share their ideals and goals – whatever they may be.

| The Robber King (Stalker) | | | | | |
|---|---|---|---|---|---|
| Level | 14 | | | | |
| **Character Role Skills** | | | | | |
| **Proficiency** | +5 | | | | |
| Acrobatics | Climbing | | Navigation | | Riding |
| Stamina (+8) | Stealth | | Swimming | | Tracking |
| **Trained Skills** | | | | | |
| **Proficiency** | +3 | | | | |
| All others | | | | | |
| **Combat** | | | | | |
| Fright mod | +0 | | | | |
| OV (MÊ) | +5 | | | | |
| DV (MÊ) | +15 | | | | |
| Dodging | +2 | | | | |
| OV (MI) | +5 +1 | | | | |
| DV (MI) | +10 | | | | |
| HP | 24 | | | | |
| SP | 13 | | | | |
| Courage | +2 | | | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Club | D3 | -2 | +2/-2 | +0 (+4 MI) | 10 |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Crossbow (+1 OV) | D6 + 1 | - | -1/+3 | +4 | 40 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |

## Robber King Outlaw (Civilian)

| | Novice | Experienced | Veteran |
|---|---|---|---|
| **Level** | 1 | 5 | 10 |
| **Character Role Skills** | | | |
| **Proficiency** | +0 | +2 | +5 |
| Mêlée Missile | Stealth | Tracking | |
| **Trained Skills** | | | |
| **Proficiency** | +0 | +1 | +2 |
| # of skills | 1 | 5 | 10 |
| **Combat** | | | |
| Fright mod | +0 | +0 | +0 |
| OV (MÊ) | +0 | +2 | +6 |
| DV (MÊ) | +10 | +12 | +15 |
| Dodging | +1 | +1 | +1 |
| OV (MI) | +0 +1 | +2 +1 | +6 +1 |
| DV (MI) | +10 | +10 | +10 |
| HP | 11 | 15 | 20 |
| SP | 8 | 8 | 8 |
| Courage | +0 | +0 | +0 |

| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
|---|---|---|---|---|---|
| Club | D3 | -2 | +2/-2 | +0 (+4 MI) | 10 |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| Crossbow (+1 OV) | D6 + 1 | - | -1/+3 | +4 | 40 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |

## Sub Rosa

Sorcerers are generally speaking disliked in Religious communities, and some places can not freely practise sorcery in public, or attract or train apprentices, or offer their services to those in need (i. e. those not helped by the deities) without some risk. They have therefore organised what they call "schools" for aspiring sorcerers, operating clandestinely in several of the large settlements in Thulê.

They offer their services to those in need and can be called for aid by those who know or know of them, but they always come in secret. They work to ensure the survival of the tradition. Their symbol is a picture of a red rose, and their slogan is "Under the Rose" (to denote secrecy). Sub Rosa offers great opportunity for Sorcerers to learn new spells, and for all Thulêans to fight for their oldest culture.

How to become member: any native with a Traditional life stance who gains their trust can become a member, Sorcerers and non-Sorcerers alike.

## Sorcerer

| | Novice | Experienced | Veteran | Crack | Elite |
|---|---|---|---|---|---|
| **Level** | 1 | 5 | 10 | 15 | 20 |
| **Character Role Skills** | | | | | |
| **Proficiency** | +0 | +2 | +5 | +5 | +5 |
| Alchemy | Fortitude | | Healing | | Poetry |
| Rune Lore | Singing | | Stamina (+8) | | World Lore |
| **Trained Skills** | | | | | |
| **Proficiency** | +0 | +1 | +2 | +3 | +4 |
| # of known spells | 1 | 3 | 5 | 7 | 10 |
| **Combat** | | | | | |
| Fright mod | -4 | -4 | -4 | -4 | -4 |
| OV (MÊ) | +0 | +1 | +2 | +3 | +4 |
| DV (MÊ) | +10 | +11 | +12 | +13 | +14 |
| Dodging | +1 | +1 | +1 | +1 | +1 |
| OV (MI) | -2 | +1 | +2 | +3 | +4 |
| DV (MI) | +10 | +10 | +10 | +10 | +10 |
| HP | 11 | 15 | 20 | 25 | 30 |
| SP | 8 | 10 | 13 | 13 | 13 |
| Courage | +2 | +2 | +2 | +2 | +2 |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Staff | D4 | +1 | +2/-2 | +4 | - |
| Dagger | D5 | -2 | -2/+2 | +0 | - |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |

## Civilians & Outlaws

Although Thulê is a realm of peril and adventure, most people living there are just ordinary people, civilians, trying to survive in a harsh world.

For non-aggressive Thulêan outlaws, use the statistics for civilians. For aggressive Thulêan outlaws, use the Robber King outlaw. For Arbî and Khemetian outlaws, use the statistics for pirates.

## Civilians

| | Novice | Experienced | Veteran |
|---|---|---|---|
| Level | 1 | 5 | 10 |
| **Character Role Skills** | | | |
| **Proficiency** | +0 | +2 | +5 |
| See the different civilians | | | |
| **Trained Skills** | | | |
| **Proficiency** | +0 | +1 | +2 |
| # of skills | 1 | 5 | 10 |
| **Combat** | | | |
| Fright mod | +0 | +0 | +0 |
| OV (MÊ) | +0 | +1 | +2 |
| DV (MÊ) | +10 | +11 | +12 |
| Dodging | +1 | +1 | +1 |
| OV (MI) | +0 | +1 | +2 |
| *Hunter* OV (MI) | +0 | +2 | +5 |
| Male DV (MI) | +10 | +10 | +10 |
| Female DV (MI) | +11 | +11 | +11 |
| HP | 11 | 15 | 20 |
| SP | 8 | 9 | 10 |
| SP (CR Stamina) | 8 | 10 | 13 |
| Courage | +0 | +0 | +0 |

## Hunter (Civilian)

| **Character Role Skills** | | | | | |
|---|---|---|---|---|---|
| Acrobatics | Missile | Stealth | Tracking | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Javelin | D6 | -1 | -1/+1 | +4 (+2 MÊ) | 25 |
| Short seax | D4 | -3 | -2/+2 | +0 | - |
| Long self bow | D6 | - | -1/+3 | +4 | 45 |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur | 1 | - | -/+4 DD | | |

## Craftsman (Civilian)

| **Character Role Skills** | | | | | |
|---|---|---|---|---|---|
| Crafts | Mechanics | Social Skills | Stamina (+8) | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Hatchet | D6 | -2 | +1/+0 | +0 | - |
| Hammer | D4 | -2 | +2/-2 | +0 (+4 MI) | 10 |
| Pick axe (-1 OV) | D8 + 1 | -2 | +0/+0 | +0 | - |
| Short seax | D4 | -3 | -2/+2 | +0 | - |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |

## Merchant (Civilian)

| **Character Role Skills** | | | | | |
|---|---|---|---|---|---|
| Acting | Navigation | | Social Skills | | World lore |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Short seax | D4 | -3 | -2/+2 | +0 | - |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| N/a | | | | | |

## Sailor/Fisherman (Civilian)

| **Character Role Skills** | | | | | |
|---|---|---|---|---|---|
| Acrobatics | Foraging (for Fisherman) | | | Navigation (for Sailor) | |
| Seamanship | Stamina (+8) | | | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Short seax | D4 | -3 | -2/+2 | +0 | - |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur | 1 | - | -/+4 DD | | |

**"Even the best climber may fall."**

## Farmer (Civilian)

| **Character Role Skills** | | | | | |
|---|---|---|---|---|---|
| Foraging | Stamina (+8) | | Tracking | | Singing |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Flail | D6 | -2 | +2/-2 | +0 | - |
| Hatchet | D6 | -2 | +1/+0 | +0 | - |
| Short seax | D4 | -3 | -2/+2 | +0 | - |
| **Armour** | **AV** | **MS** | **Stealth/Swimming** | | |
| Fur | 1 | - | -/+4 DD | | |

Hâvamâl, stanza 144

**"Veistu, hvê rîsta skal?**
**Veistu, hvê râða skal?**
**Veistu, hvê frâa skal?**
**Veistu, hvê freista skal?**
**Veistu, hvê biðja skal?**
**Veistu, hvê blôta skal?**
**Veistu, hvê senda skal?**
**Veistu, hvê sôa skal?"**

(Can you carve them?
Can you rule them?
Can you paint them?
Can you test them?
Can you pray to them?
Can you make sacrifices to them?
Can you send them?
Can you destroy them?)

# Sorcery

**Sorcery**

Sorcery as a term originally means "lot", "fate" or "oracular response", from the proto-Indo European root **ser-*, but is today most often understood simply as the art of casting spells or to exercise supernatural powers through the aid of spirits. Sorcery can be benevolent or malevolent but it is inherently neither "good" nor "evil", like nature is neither "good" nor "evil".

## Casting Spells & asking for Favours

Sorcerers cast spells by *galdr* (i. e. singing songs or citing poetic spell formulas and by drawing symbols in the air, on the ground, in wood or elsewhere). *The spell proficiency of a Sorcerer is always the same as his Fortitude proficiency.*

Religious characters don't cast spells, but ask a deity to do it for them; in MYFAROG this is called asking for a favour. A favour is basically just a normal spell cast by a deity on request from a worshipper. *The spell proficiency of a Religious Character is always the same as his Religious Tradition proficiency.*

In order to cast spells the Sorcerer needs a Sorcerer's staff, to attract and manipulate the spirits of nature and to channel their powers. Without this staff the Sorcerer can not cast spells at all! Regardless of the spell's PL, and the Sorcerer's Stamina, a Sorcerer can never cast *the same* spell more than his Wil * 2 times each day. This is the limit to how many spirits of that particular type he can manage to manipulate without proper rest (i. e. sleeping). The deities have no such limitations.

Religious characters should use a wand, i. e. a branch from a sacred tree (growing in a temple), when asking for favours, to channel the powers of their deities, but often don't need to. Without such a wand the maximum power level of the favours the Religious character can ask for is halved!

All spells have a power level. When a Sorcerer casts a spell he spends a number of Stamina Points (SP) equal to the power level of the spell he casts. See the skill Stamina. When a Religious character asks for a favour he spends a number of Favour Points (FP) equal to the power level of the favour he asks for. Characters casting spells or asking for favours must do so sitting, standing or walking

Some spells can be cast with varying power levels. Such spells are listed with the lowest possible power level and an additional plus symbol (e. g. 3+). A Sorcerer must learn each and every spell he wishes to cast. See **Special to Sorcerers** and **Experience Points (Character Generation & Development)**.

The deities have a lot of power, but they are more interested in helping powerful and dedicated characters than weak and undedicated ones.

**Sacred Boughs (Optional Rule 9)**

A sacred bough (i. e. wand) only works in relation to deities who regard the tree it was taken from as sacred!

The Sorcerer normally does not need to worry about where he is when he casts a spell. The Religious characters can ask for very powerful favours in temples, but their deities are weaker outside temple areas.

| Max PL of the Favour is /2 if the Religious character asks for the Favour[1]: |
|---|
| Outside a temple dedicated to the deity |
| Without the use of a wand from a tree sacred to the deity |

[1]Effects are cumulative (i. e. both modifications become /4). Round all numbers down!

Some spells are cast (by Sorcerers or deities) on willing targets, others are not. Some are also cast without the target knowing of it. How this works is explained in the description of each spell. The general rule is that you can achieve different results depending on your proficiency and on whom you cast the spell.

**Favour Points**

Religious characters can spend their FP as they wish, on favours or divine aid, but the spent FP will not be replaced until the next sunrise. See **Âsatrû (Character Generation & Development)**.

| Character Role | Max Favour Points |
|---|---|
| Bards | Religious Tradition proficiency * 3 |
| Bacchante/Maenad, Berserk/Valkyrie & Ranger | Religious Tradition proficiency * 2 |
| Civilian, Stalker, Trickster & Warrior | Religious Tradition proficiency |

| Character Role | Max Power Level for Favours from Favourite Deity |
|---|---|
| Bards | Religious Tradition proficiency |
| Bacchante/Maenad, Berserk/Valkyrie & Ranger | Religious Tradition proficiency / 2 (rounded down) |
| Civilian, Stalker, Trickster & Warrior | Religious Tradition proficiency / 4 (rounded down) |

| Character Role | Max Power Level for Favours from Other Deities |
|---|---|
| Bards | Religious Tradition proficiency / 2 (rounded down) |
| Bacchante/Maenad, Berserk/Valkyrie & Ranger | Religious Tradition proficiency / 4 (rounded down) |
| Civilian, Stalker, Trickster & Warrior | Religious Tradition proficiency / 6 (rounded down) |

When a spell is cast the player playing the Sorcerer or the character asking for a favour must always cast 3D6, whether his spell proficiency is tested against a DD or not, to check for a fumble. The player casts the dice after the character has spent all the time he needs to cast the spell/ask for the favour. If he casts a natural 3, 4 or 5 it is a fumble. A Sorcerer who fumbles when casting a spell must cast a D6 to check if he needs to check for a special fumble consequence; he must if the result on the D6 is 1. If the result is 2-6 he simply fails to cast the spell and must spend all the time and SP he would have needed to successfully cast the spell. A Religious character fumbling when asking for a favour fails to ask for a favour and spends all the time and FP he would have needed to successfully ask for the favour.

| Spells/Favours Result | Consequence |
|---|---|
| ≥ 5 < DD | Critical Failure[1] |
| 1-4 < DD | Failure |
| = DD | Semi-Success[2] |
| 1-4 > DD | Success |
| ≥ 5 > DD | Critical Success[3] |
| Natural 3-5 | Fumble |
| Natural 17 | At worst Semi-Success[2] |
| Natural 18 | At worst Success |

[1]If the spell is offensive/harmful to the target and if the target is an unwilling target and knows the spell himself the spell affects the caster instead, as if the target had cast it back upon him.
[2]Effect and duration is halved, where applicable.
[3]Effect and duration is doubled, where applicable.

| D20 | Special Spell Fumble Consequences for the Sorcerer |
|---|---|
| 1 | He loses some of his spiritual strength and his skin turns pale and colourless. He gets -1 to his CHA. He receives a -1 mod to Fortitude and Stamina. If he achieves this terrible result several times the effects are cumulative! |
| 2-12 | He is traumatized. See **Morale (Combat Rules)**. |
| 13-19 | The spell works after all, but affects an unintended (random) target instead, or the spell caster himself if none else are present and he is applicable as a target. He must test the spell against the new target, and this time he can not fumble. |
| 20 | His spirit is strengthened. He gets +1 to his CHA. He receives a +1 mod to Fortitude and Stamina. If he achieves this mostly magnificent result several times the effects are cumulative! |

Sometimes it is hard for the target to become aware that someone is casting a spell on him. If a spell is not automatically perceived by the target this is told in the description of the spell, and the general rule for spells which are hard to perceive by the target, is that the target tests his Rune Lore against a DD equal to 12 to see if he becomes aware that it is being cast upon him.

If a character knows the spell being cast upon him he always automatically becomes aware of the spell being cast upon him and gets a +1 mod to his Fortitude when he defends against it, but only if his Fortitude is used to defend against the spell.

When a Sorcerer or a Religious character needs to touch an unwilling target for the spell to work he must hit the target (and achieve at least a Near Miss) with his staff/wand in a normal mêlée attack within 12 rounds after he has cast the spell/asked for the favour. If at least Near Miss is not achieved within 12 rounds the Sorcerer spends the SP and the Religious character the FP needed to cast the spell/ask for the favour, but the spell/favour wears out before it can affect its target.

| Rune Lore to become aware of spells being cast Result | Consequence |
|---|---|
| ≥ 5 < DD | Critical Failure. He fails to become aware of the spell. |
| 1-4 < DD | Failure. He fails to become aware of the spell. |
| = DD | Semi-Success. He becomes aware that a spell is being cast, but not which one. |
| 1-4 > DD | Success. He becomes aware of the spell. |
| ≥ 5 > DD | Critical Success. He becomes aware of the spell and manages to prepare his defence particularly well. He gets +1 mod to Fortitude when defending against the spell |
| Natural 3 | Critical Failure. |
| Natural 4 | At best Failure. |
| Natural 17 | At worst Semi-Success. |
| Natural 18 | At worst Success. |

## Spells & Favours

All spells/favours are listed as spells. The only difference between a spell and a favour is that a spell is cast by a Sorcerer and a favour is a spell cast by a deity. If a spell can only be cast by a deity (and is thus only a favour in the game) it is still listed as a spell.

**(Name):** This is the name of the spell. The elemental symbols are listed next to the name, to show which element(s) this spell is connected to.

| Element | Symbol |
|---|---|
| Fire | ♦ |
| Earth | ♣ |
| Air | ♠ |
| Water | ♥ |
| Spirit | • |

**Power Level:** This is the power level (PL) of the spell and determines how powerful the spell-caster needs to be in order to cast the spell and how exhausting it is to cast the spell, i. e. how many SP he needs to spend to cast the spell. It also determines how powerful a Religious person needs to be in order to ask for this spell to be cast as a favour to him and how many FPs he needs to spend to ask for this favour.
**Description:** This is a description of the spell and how it works, what it does, what the spell-caster needs to do for it to work and how targets can protect themselves from the effects of this spell. If the effect of the spell is said to affect the spell-caster and it is cast by a deity as a favour it affects the Religious person who asked for the favour instead.
**Time:** This is the time needed to cast the spell. Religious characters always need to spend one more round to ask for a favour than spell-casters do to cast the spell, meaning time is always modified by +1 round for Religious characters.
**Range:** This determines how far reaching the effects of the spell are.

**Duration:** This determines for how long the effect of the spell lasts. The spell-caster or the one who asked for the favour can, if they want to, at any time end the effects of the spell.
**Deity:** The names of the deities who know the spell are listed here. If more than one deity knows the spell the Religious character can decide which one to ask for this favour. Names in brackets are names of deities who do not grant favours but are listed for the myth master, in case he at any time wishes to use this information.
**Additional information:** Sometimes it is necessary to add extra information about the spell. Such extra information will be listed here.

### Air Bubble ♠

See Lung of NerþuR.

### Alarm Bell ♣♦♥♠•

**Power Level:** 1, 3, 5, 7 or 9
**Description:** An alarm bell that only the spell-caster can hear will ring and warn him if certain conditions are present in an alarm zone. The alarm zone is an area up to 20' radius large. The spell-caster can himself define what shall trigger the alarm bell. It can be if a certain creature enters, or if a certain number of gold nuggets are present, if the temperature drops below zero, or whatever. The imagination of the player is the only limit. A character entering an alarm zone can test his Rune Lore against a DD equal to 14 to understand that he has entered some sort of sorcerous zone.
**Time:** 1 round.
**Range:** Touch.
**Duration:** 1 day (PL 1), 1 week (PL 3), 1 month (PL 5), 1 year (PL 7) or 1 decade (PL 9).
**Deity:** Fraujôn, HaimadalþaR, Sagôn, ÞunaR and WîdanaR.

### Awakening ♦

**Power Level:** 3.
**Description:** Can awaken a sleeping individual of the opposite sex from sorcerous sleep. The spell-caster must test his spell proficiency against a DD equal to 12 + the spell proficiency of the spell caster who cast Sorcerous Sleep.
**Time:** 1 round.
**Range:** Touch (a kiss on the mouth).
**Deity:** BalðuR, SuwilaR.

### Bear Hug ♥

**Power Level:** 1, 4, 7 or 10.
**Description:** Gives the spell-caster a protective layer of (spiritual and invisible) fur around him with AV of 1 (PL 1), 2 (PL 4), 3 (PL 7) or 4 (PL 10). The same is added to Cold Toughness.
**Time:** 1 round.
**Range:** Spell-caster.
**Duration:** D6 hours.
**Deity:** Skanþan.

### Calm Creature ♣♦♥♠•

**Power Level:** (See below)
**Description:** One (potentially) aggressive creature is calmed down, rendering it friendly and peaceful for the duration of the spell. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
**Time:** 1 round.
**Range:** 50'.
**Duration:** 2D6 minutes (creature PL * 1) or 1 hour (creature PL * 2).

| Deity (Element) | PL | Creature |
|---|---|---|
| BalðuR (♦) | 1 | Venomous snake, cave lion |
| BalðuR (♦) | 2 | Giant swan |
| Erþi (♣) | 1 | Animated vine |
| FraujaR (♣) | 1 | Animated vine |
| FraujaR (♣) | 1 | Boar |
| FraujaR (♣) | 2 | Leopard |
| FraujaR (♣) | 3 | Giant boar |
| Fraujôn (♥) | 1 | Lynx |
| Fraujôn (♥) | 3 | Giant turtle |
| HadnuR (♣) | 1 | Venomous snake, giant rat, rat swarm, wolf, cave hyena |
| HadnuR (♣) | 2 | Black bear, giant hyena, giant spider[1], giant scorpion |
| HadnuR (♣) | 3 | Cave bear, hyaenodon, shadow |
| HaimadalþaR (•) | 2 | Giant spider[1] |
| HaimadalþaR (▪) | 3 | Shadow |
| Manan (♥) | 2 | Unicorn |
| NerþuR (♥) | 1 | Dolphin |
| NerþuR (♥) | 5 | King lizard |
| Sagôn (♠) | 2 | Giant owl[1] |
| Skanþan (♥) | 1 | Morning moon raptor |
| Skanþan (♥) | 2 | Female bear (black or brown), giant centipede[1], smilodon, boat beak |
| Skanþan (♥) | 3 | Female bear (cave or polar) |
| WîdanaR (♣) | 1 | Animated vine |
| WîdanaR (♣) | 2 | Giant eagle, winged lizard |
| WôðanaR (♠) | 1 | Dog, horse, wolf |
| WôðanaR (♠) | 2 | Brown bear |
| WôðanaR (♠) | 3 | Polar bear, cave bear, ruler wolf |
| WôðanaR[2] | 1 | Giant swan |
| (All) (♣♦♥♠•) | 1 | Game (large, medium or small) |

[1]The spell-caster can also calm the monster edition of this creature with this spell..
[2]Only for Valkyries.

There is no way to calm an ettin.

### Charm ♣♦♥♠

**Power Level:** 1, 5 or 7.
**Description:** A human or demi-human is charmed by the spell-caster and changes his relationship to him. He changes 1 level in a positive direction (e. g. Welcoming to Friendly, or Hostile to Suspicious). An already affectionate NPC will not be affected by this spell. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. The target must test Rune Lore against DD 12 to realise that this spell has been cast upon him.
**Time:** 1 round.
**Range:** 50'.
**Duration:** 2D6 minutes (PL 1), until Sunrise (FraujaR, Fraujôn, ♣ & ♥) or Sunset (SuwilaR, TîwaR, ♦ & ♠) (PL 5) or permanent (PL 7).
**Deity:** FraujaR, Fraujôn, SuwilaR, TîwaR.

### Clairaudience/Clairvoyance ♦♥♠•

**Power Level:** 3 or 5.

**Description:** The spell-caster can see (PL 3) or hear (PL 3) or both see and hear (PL 5) something located no more than 10 miles away from the spell-caster. The spell-caster must have seen and/or heard the thing he wishes to see/hear at least once before in order to find it again with this spell, and can not perform any other actions for the duration of the spell. An individual seen or heard by the help of this spell must test Rune Lore against DD 14 in order to become aware that he is being seen/heard by sorcerous means. See the spell Disclose Observation.

**Time:** 2D6 minutes.

**Range:** Spell-caster.

**Duration:** 2D6 minutes.

**Deity:** HaimadalþaR, Manan, Sagôn, SuwilaR.

### Conscience ♣♦♥♠•

**Power Level:** 4.

**Description:** An individual will disclose to the spell-caster whether or not he is telling the truth. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 15 + the spell-caster's spell proficiency. The target must test his Rune Lore against DD 12 in order to understand that this spell has been cast upon him.

**Time:** 1 round.

**Range:** 50'.

**Duration:** 2D6 minutes.

**Deity:** Erþi, HaimadalþaR, Manan, SuwilaR, TîwaR.

### Courage ♣♦♥♠•

**Power Level:** 1+.

**Description:** Removes spell PL degrees of fear in one individual. The target also gets the spell caster's spell proficiency as a mod in relation to the Fear spell and ordinary morale tests. See **Morale (Combat Rules)**.

**Time:** 1 round.

**Range:** 50' or spell-caster.

**Duration:** 2D6 minutes.

**Deity:** Erþi, HaimadalþaR, Manan, SuwilaR, TîwaR.

### Create Hulda ♣

**Power Level:** 9.

**Description:** This spell must be cast three nights in a row under the same Moon and on the same individual to have any effect. It turns a female human or demi-human into a hulda. She will die within D6 days after the spell has been cast for the third time and will return from the world of the dead as a hulda the first night after the Moon is new. If cast upon a male human or demi-human (only once) he will die and become a wight instead. See Create Wight.

The spell has no effect on non-humans. The hulda (or wight) created will be under the spell-caster's domination. Every time the hulda wants to work against her creator's will she must test her Fortitude against a DD equal to 14 + her creator's Fortitude. Wights have no will of their own. See **The Creatures and Phenomena of Thulê.**

This spell can be cast upon willing, or unwilling targets unable to resist (because they have been tied up, are sleeping or are unconscious).

**Time:** D6 hours.

**Range:** Touch (kiss/bite).

**Duration:** Permanent.

**Deity:** Only huldas and the (unsympathetic) goddess Haljô can cast Create Hulda.

### Create Stone Guardian •

**Power Level:** 10 or 12.

Description: This spell turns a stone statue/figure or rock carving (built/made by the spell caster for this purpose) into a Stone Guardian guarding a specific entrance. The spell-caster must decide what the Stone Guardian shall demand to allow access through the entrance. It can be the answer to a riddle, the presence of some object or a specific individual *et cetera*. See **The Creatures and Phenomena of Thulê.**

**Time:** 1 minute + D6 days/hours/minutes to build the statue/figure/to carve the rocks.

**Range:** Touch.

**Duration:** Until the riddle is solved/password is given *et cetera* (PL 10) or permanent (PL 12).

**Deity:** HaimadalþaR.

### Create Nâr ♣

**Power Level:** 3.

**Description:** Turns a dead human or demi-human into a nâr under the spell-caster's domination, but only if he is not buried with a jar with corn or pebbles (collected on the Summer Solstice from a sacred source) next to or under his head. See the high festival Burial. When the flesh rots away from the nâir, normally after a year or so, they turn into skeletons. Also, very old corpses will turn into skeletons rather than nâir, when created.

**Time:** 1 round.

**Range:** Touch.

**Duration:** Permanent, or until the nâr is destroyed.

**Deity:** HadnuR.

### Create Wight ♣

**Power Level:** 5.

**Description:** Turns a dead human or demi-human into a wight under the spell-caster's domination, but only if he is not buried with a jar with corn or pebbles (collected on the Summer Solstice from a sacred source) next to or under his head. See the high festival Burial.

**Time:** 1 round.

**Range:** Touch.

**Duration:** Permanent, or until the wight is destroyed.

**Deity:** HadnuR.

### Cure Malaria (*alias* Cure Influenza) ♣♦♥♠•

**Power Level:** 1.

**Description:** Helps cure a diseased individual. The spell-caster can add his spell proficiency to his Healing proficiency when he tries to cure a victim of disease. See the skill Healing.

**Time:** 1 round.

**Range:** Touch or spell-caster.

**Duration:**-

**Deity:** BalðuR, Erþi, HaimadalþaR, Manan, Sagôn.

### Cure Trauma ♣♦♥♠•

**Power Level**: 3.
**Description**: The spell-caster cures a trauma. See **Morale (Combat Rules)**.
**Time**: 1 minute.
**Range**: Touch.
**Deity**: BalðuR, Erþi, HaimadalþaR, Manan, Sagôn.

### Curse (*alias* Neðstang ["Push Down"]) ♣♥•

**Power Level**: 3 or 5.
**Description**: An object (PL 3) or an individual (PL 5) is cursed. A cursed object gets a -2 mod on a certain skill more or less connected to the object, like boots and Tempo, hat and World Lore, bow and Archery *et cetera*. Or a cursed individual gets a -2 mod to one random character attribute value. Curses last until they are lifted.

A human or demi-human who dies when under a curse is turned into a Wraith (if his corpse rests on dry ground) or a Sea Wraith (if his corpse rests in water or in a bog) the first night on the first new Moon after death.

To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. Objects can never avoid the effect of the spell.

An individual about to put on/start to use a cursed object can test his Rune Lore against DD 18 to understand that he is about to put on/start using a cursed object. The moment a cursed object is put on/used he will automatically become aware that the object is cursed. In order to stop wearing/using the object the target must test Fortitude against DD 20, and he can only try this once every week, when the Sun rises on Saturday morning. DD is modified by +1 if there is a lunar eclipse and by -1 if the Moon is waning or full.

Only one other spell, Lift Curse, can remove curses from objects and individuals. A curse can also only last until certain conditions are met, if the spell-caster wants to.

**Time**: 1 round.
**Range**: 50'.
**Duration**: Until lifted by Lift Curse or until certain conditions are met.
**Deity**: Fraujôn, HadnuR, HaimadalþaR, WîdanaR.

### Disclose Observation ♦♠•

**Power Level**: 4 or 8.
**Description**: The spell-caster becomes aware of anyone observing him directly or by means of sorcery. If the spell is cast with PL 8 the spell-caster can also know (in feet) exactly how far away any observers are and from which direction they observe from.
**Time**: 1 round.
**Range**: Spell-caster.
**Duration**: 2D6 minutes.
**Deity**: HaimadalþaR, Sagôn, SuwilaR.

### Discover Poison ♣♦♥♠•

**Power Level**: 1 or 5
**Description**: The spell-caster can discover poison in objects he smells.
**Time**: 1 round.
**Range**: Spell-caster.
**Duration**: D6 minutes (PL 1) or until Sunrise (Erþi, HaimadalþaR, Manan, ♣, ♥ & •) or Sunset (BalðuR, Sagôn, ♦ & ♥) (PL 5).
**Deity**: BalðuR, Erþi, HaimadalþaR, Manan, Sagôn.

### Dispel ♣♦♥♠•

**Power Level**: 3.
**Description**: Can removes the effect of one other spell, but this can be done only with a spell the spell-caster is aware of. To remove the spell the spell caster must test his spell proficiency against a DD equal to 14 + the spell proficiency of the spell caster whose spell is to be dispelled. Dispel will not work when a spell needs to be removed by a specific spell (which is the case for Blindness/Deafness, Curse, Petrification, Poison, Malaria and Sorcerous Sleep).
**Time**: 1 round.
**Range**: 50'.
**Deity**: Erþi, HaimadalþaR, Manan, SuwilaR, TîwaR.

### Divine Language ♠•

**Power Level**: 2 or 8.
**Description**: The spell-caster can understand and speak the language of the creature he touches when he casts the spell. All creatures using some sort of language can be targeted with this spell.
**Time**: 1 round.
**Range**: Spell-caster.
**Duration**: 2D6 minutes (PL 2) or permanent (PL 8).
**Deity**: HaimadalþaR, Sagôn.

### Divine Senses ♣♦♥♠•

**Power Level**: 1, 5 or 9 (HaimadalþaR), or 3, 7 or 11(all others).
**Description**: The spell-caster can improve his perception by +4 and can see things far away in greater detail, as if he was using binoculars, and hear things man can not normally hear, like the grass growing and the birds' breathing.
**Time**: 1 round.
**Range**: Spell-caster.
**Duration**: 2D6 minutes (PL 1 or 3) or until Sunrise (FraujaR, HaimadalþaR, Skanþan, WîdanaR, ♣, ♥ & •) or Sunset (Furasitan, SuwilaR, ♠ & ♦) (PL 5 or 7) or permanent (PL 9 for HaimadalþaR, or PL 11 for all others).
**Deity**: FraujaR, HaimadalþaR, Furasitan, Skanþan, SuwilaR, WîdanaR.

Wand

### Eternal Flame ♦

**Power Level**: 2 or 8.
**Description**: A flame will burn and light up a 20' radius area around a dead object.
**Time**: 1 round.
**Range**: Touch.
**Duration**: D6 months (PL 2) or permanent (PL 8).
**Deity**: SuwilaR.

### Ettin Eyes ♣♥

**Power Level**: 2, 6 or 8.
**Description**: The target can see as if he had Ettin Eyes, meaning he has the advantage of being able to see in darkness, even in pitch black darkness, but also has the disadvantage of being easily blinded by light, especially daylight but also artificial light. He also has white eyes for the duration of the spell. To avoid the effect of the spell, an unwilling target can test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
**Time**: 1 round.
**Range**: Touch or spell-caster.
**Duration**: 2D6 minutes (PL 2), until Sunrise (PL 6) or permanent (PL 8).
**Deity**: Erþi, Skanþan.

### False Sound ♥♠•

**Power Level**: 1 or 7.
**Description**: Creates false sounds somewhere. The caster can only create sounds he himself is able to make and that he has heard before. An individual hearing these sounds can test his Rune Lore against DD 16 to understand that the sounds are false.
**Time**: 1 round.
**Range**: 50'.
**Duration**: 2D6 rounds (PL 1) or permanent (PL 7).
**Deity**: Fraujôn, HaimadalþaR, TîwaR.

### Fear (*alias* AgijaR's Helmet) ♣♦♥♠•

**Power Level**: 1.
**Description**: One creature is struck with fear. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. See **Morale (Combat Rules)** for more on effects of fear and how effects of fear wear off. This spell will have no effect on creatures immune to normal fear (i. e. all ettins and trolls [save the hulda])! See the spell Courage.
**Time**: 1 round.
**Range**: 50'.
**Duration**: See **Morale (Combat Rules)**.
**Deity**: (AgijaR), HaimadalþaR, Skanþan, ÞunaR, WîdanaR, WôðanaR.

| Target's Result | Effect on Target |
|---|---|
| Critical Failure | Terrified for D6 rounds |
| Failure | Fearful for D6 rounds |
| Semi-Success | Nervous for D6 rounds |
| Success | No effect |
| Critical Success | No effect |

### Fire Ball ♦

**Power Level**: 5, 6 or 7.
**Description**: A thrown weapon or arrow or bolt or sling bullet inflicts 2D6 (PL 5), 2D8 (PL 6) or 2D10 (PL 7) in heat damage (in addition to weapon damage!) to the target if the attacker achieves at least a Near Miss, and D6 (PL 5), D8 (PL 6) or D10 (PL 7) (not in addition to weapon damage!) to anyone within a 10' radius of where the fire ball hits. The fire ball explodes where it hits and the weapon or arrow, bolt or bullet used to launch the fire ball is completely destroyed in the attack.
**Time**: 1 round.
**Range**: 5'.
**Duration**: One attack. Must be used before the next Sunset or the effect wears off.
**Deity**: SuwilaR.

### Fire Bolt ♦

**Power Level**: 3, 4 or 5.
**Description**: A thrown weapon or arrow or bolt or sling bullet inflicts D8 (PL 3), D10 (PL 4) or D12 (PL 5) in heat damage (in addition to weapon damage!) to the target if the attacker achieves at least a Near Miss.
**Time**: 1 round.
**Range**: 5'.
**Duration**: One attack. Must be used before the next Sunset or the effect wears off.
**Deity**: SuwilaR.

### Flight ♦♠•

**Power Level**: 5 or 10.
**Description**: The spell-caster can fly through the air on his staff (if sorcerer) or by help of his robes/cloak (others) with a maximum Flying Tempo of 200' each round. A character spends no SP whilst flying, but he can not rest either!
**Time**: 1 round.
**Range**: Spell-caster.
**Duration**: 2D6 rounds (PL 5) or 2D6 minutes (PL 10).
**Deity**: HaimadalþaR, TîwaR, ÞunaR.

### Fog ♥♠

**Power Level**: 1 or 5
**Description**: A thick fog spreads out across an area up to 50' radius large, reducing visibility to 10'.
**Time**: D6 rounds.
**Range**: 100'.
**Duration**: 2D6 minutes (PL 1) or until Sunrise (PL 5).
**Deity**: Furasitan, NerþuR.

### Fruit of Nature ♣♦♥•

**Power Level**: 1.
**Description**: D6 day rations (including drink) is created from nothing (i. e. it is taken from somewhere else in the world).
**Time**: 1 round.
**Range**: 50'.

**"There is nothing sinister in sorcery, only in the hearts of men."**

| Deity (element) | Fruit of Nature Food & Drink |
|---|---|
| Erþi (♣) | Vegetables, pollen, mushrooms and vegetable juice |
| FraujaR (♣) | Bread, pollen, grapes and wine |
| NerþuR (♥) | Fish, sea herbs, crabs, lobsters, shells and fresh water |
| Skanþan (♥) | Berries, nuts, fruit, venison and fresh water |
| ÞunaR (♦) | Bread, honey, cakes and mead |
| WîdanaR (♣) | Nuts, berries, fruit and fruit juice |

**Fulgjon ("Follower")** ♣♦♥♠•
**Power Level:** 1, 3, 5, 7, 9 or 11
**Description:** A spirit is summoned to defend an individual. The target gets +1 (PL 1), +2 (PL 3), +3 (PL 5), +4 (PL 7), +5 (PL 9) or +6 (PL 11) as a mod to all defensive tests, including accidents (Acrobatics tests in relation to travelling and falling), combat (DV) and sorcery (Rune Lore to discover spells, Fortitude to defend against spell, testing of attributes to avoid or reduce damage from/effect of spells, *et cetera*). A follower does not modify morale tests or insanity tests.
**Time:** 1 round.
**Range:** Touch or spell-caster.
**Duration:** 2D6 hours.
**Deity:** Erþi, HaimadalþaR, Manan, SuwilaR, TîwaR.

**Fumble-Foe** ♣♥•
**Power Level:** 3 or 7
**Description:** The target will fumble more easily in combat. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. If Semi-Success is achieved the target fumbles (in combat) on 3-5 instead of on 3-4. If Failure is achieved the target fumbles on 3-7 instead. If Critical Failure is achieved the target fumbles on 3-9 instead.
**Time:** 1 round.
**Range:** 50'.
**Duration:** 2D6 minutes (PL 3) or until Sunrise (PL 7).
**Deity:** HaimadalþaR, Skanþan, WîdanaR.

**Ghost Feet** ♣♥•
**Power Level:** 1 or 5, or 3 or 7.
**Description:** One individual (PL 1 or 5) or 5 individuals (PL 3 or 7) will not leave any tracks when walking. See Heat Signature. To avoid the effect of the spell, an unwilling target can test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
**Time:** 1 round.
**Range:** Touch or spell-caster.
**Duration:** 2D6 minutes (PL 1 or 3) or until Sunrise (PL 5 or 7).
**Deity:** HaimadalþaR, Skanþan, WîdanaR.

**Grace of NerþuR** (Sorcerers: Water Runner) ♥
**Power Level:** 2 or 6
**Description:** An individual can walk on any water surfaces as if they were solid ice. To avoid the effect of the spell, an unwilling target can test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
**Time:** 1 round.
**Range:** Touch or spell-caster.
**Duration:** 2D6 minutes (PL 2) or until Sunrise (PL 6).
**Deity:** NerþuR.

**Hammer** ♣♦
**Power Level:** 5, 6 or 7.
**Description:** Cast upon a concussion weapon. This can then be used to force open locked metal doors and strong wooden doors with a metal frame. See the skill Mechanics. The weapon can also be used to inflict D8 (PL 5), D10 (PL 6) or D12 (PL 7) extra physical damage to a target if the attacker achieves at least a Near Miss.
**Time:** 1 round.
**Range:** 5'.
**Duration:** One hit. Must be used before the next Sunrise (Erþi & ♣) or Sunset (ÞunaR & ♦) or the effect wears off.
**Deity:** Erþi, ÞunaR.

**Heal** ♣♦♥♠•
**Power Level:** 1.
**Description:** Heal is used to improve the effectiveness of the skill Healing (and for healing potions). See the skill Alchemy. The spell-caster adds his spell proficiency as a mod when performing Healing. See the skill Healing. Heal can be cast (in combination with the use of the Healing skill) to heal wounds, stop bleeding and to revive drowned individuals.
**Time:** 1 round.
**Range:** Touch or spell-caster.
**Deity:** BalðuR, Erþi, HaimadalþaR, Manan, Sagôn.

**Heat Signature** ♣♦♥♠•
**Power Level:** 2 or 6.
**Description:** The spell-caster will be able to see and follow the tracks of one creature on all surfaces. If the creature is human the spell-caster must have at least seen him once before he can cast this spell to find and follow his tracks. The tracks can be up to one century old!

If the creature being tracked enjoyed the effect of the spell Ghost Feet the caster of Heat Signature must, for Heat Signature to work, have better spell proficiency than the spell-caster who cast Ghost Feet.
**Time:** D6 rounds.
**Range:** Spell-caster.
**Duration:** 2D6 minutes (PL 2) or until Sunrise (HaimadalþaR, Skanþan, WîdanaR, ♣, ♥ & •) or Sunset (Sagôn, SuwilaR, ♠ & ♦) (PL 6).
**Deity:** HaimadalþaR, Sagôn, Skanþan, SuwilaR, WîdanaR.

**Hood of HadnuR** (for Sorcerers: Shadow) ♣
**Power Level:** 1, 3, 5, 7 or 9.
**Description:** Up to 20' radius pitch black darkness (PL 1 or 5) or 100' radius pitch black darkness (PL 3, 7 or 9) spreads out around an individual or object. Only those with Ettin Eyes can see in this darkness. From the outside the shadow looks like a dark cloud. See the spell Light. To avoid the effect of the spell, an unwilling target can test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
**Time:** 1 round.
**Range:** Touch.
**Duration:** 2D6 minutes (PL 1 or 3), until Sunrise (PL 5 or 7) or permanently (PL 9).
**Deity:** HadnuR.

### Hostility ♥♠

**Power Level:** 1 (Fraujôn) or 3 (WôðanaR, Sorcerers).
**Description:** The target risks being faced with hostility. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. If Semi-Success/Failure/Critical Failure is achieved the target is likely (whenever he encounters a human or demi-human) to be faced with hostility (on 1/1-2/1-3 on a D6) or at best suspicion (2-6/3-6/4-6) from everyone he meets, even if he knew them from before. The target does not need to test Rune Lore to know that this spell is being cast upon him.
**Time:** 1 round.
**Range:** 50'.
**Duration:** 1 hour.
**Deity:** Fraujôn, WôðanaR.

### Hunt ♥

**Power Level:** 1.
**Description:** The spell-caster gets his spell proficiency as an OV mod to one single attack against one specific type of non-human creatures (e. g. wolf, or brown bear, or small game, or rock ettin). He must draw a picture of the creature on the bedrock or he must pierce a track made by the creature with the weapon/arrow/bolt/bullet he intends to use when he hunts. This spell can also be used in the same manner to hunt individual humans or demi-humans, but to do so the spell-caster must have seen the individual at least once before and he must know his real name.
**Time:** D6 * 10 minutes for picture drawn or 1 round if you find tracks.
**Duration:** One attack on a creature of one type or on a named individual. Need to be carried out before the next lunar eclipse, or else the spell wears out.
**Deity:** Skanþan.

### Ice Heart ♥

**Power Level:** 3, 4 or 5.
**Description:** Cast upon a swords & daggers weapon or an arrowhead (and for Sorcerers a bolt-head or a spear weapon as well). The weapon inflicts D8 (PL 3), D10 (PL 4) or D12 (PL 5) extra cold damage to a target if the attacker achieves at least a Near Miss.
**Time:** 1 round.
**Range:** 5'.
**Duration:** One hit. Must be used before the next Sunrise or the effect wears off.
**Deity:** Fraujôn, Skanþan.

### Illusion ♣♦♥♠•

**Power Level:** 3 or 9.
**Description:** Creates an illusion (for example a vision of a creature moving, a false wall or something similar) up to 20' radius large. If the illusion is to make sounds the spell-caster also has to cast False Sound. If the illusion is to talk the spell-caster must also cast Spirit Voice. All who see the illusion must test their Rune Lore against a DD equal to 18 to understand that it is an illusion.
**Time:** 1 round.
**Range:** 50'.
**Duration:** D6 hours (PL 3) or permanent (PL 9).
**Deity:** FraujaR, HaimadalþaR, Manan, Sagôn, SuwilaR.

### Initiate (Sorcerers n/a)

**Power Level:** 5.
**Description:** An area up to 100' radius large becomes a temple dedicated to the favourite deity of the Religious person asking for this as a favour. You can hold Religious ceremonies and ask for more powerful Favours in a temple. The temple enjoys the effects of the spells Sanctuary and Sacred Ground.
**Time:** D6 hours.
**Range:** Touch.
**Duration:** Permanent or until desecrated.
**Deity:** All

**Additional information:** You can not turn just any area into a temple whenever you want to. All temples must be initiated around (or under) a tree sacred to the deity. Only Bards, Bacchantes and Maenads (all with a minimum CHA of 18) can ever ask for this spell as a favour, and they can only initiate one single area each and only for their own favourite deity!

If the sacred tree the temple is built around (unless this is just seaweed, sacred to NerþuR) is cut down the temple is desecrated and it is no longer a temple. A character who desecrates (i. e. cuts down a sacred tree in) a temple will never again be able to gain any favours from the deity whose temple he desecrated.

| Temple for | Mandatory initiation Place/Time (in addition to the sacred Tree) |
|---|---|
| BalðuR | Between Easter and Autumnal Equinox and during the day when the Sun shines |
| Erþi | Indoors or under the surface of the Earth |
| FraujaR | In or within 100' of a field/flower meadow when the Sun shines |
| Fraujôn | By or within 100' of the sea and during the night |
| Furasitan | Under a clouded sky (during the day) or starlit sky (during the night) |
| HadnuR | Between Bear Wake and Bear Evening and during the night when the Sun doesn't shine |
| HaimadalþaR | Within 100' of a bridge, well, burial mound, cave entrance or hollow tree & during the night |
| Manan | By or within 100' of the sea, a river or lake, during the night and under a full Moon |
| NerþuR | By or within 100' of the sea |
| Sagôn | Under the sky |
| Skanþan | By or within 100' of a creek, river or lake |
| SuwilaR | Under a clear sky and during the day |
| TîwaR | Under a starlit sky |
| ÞunaR | Under a clouded sky |
| Walan | Within 100' of a bridge, well, burial mound, cave entrance or hollow tree & during the night |
| WîdanaR | In or within 100' of a forest |
| WôðanaR | Within 100' of a well, burial mound, cave entrance or hollow tree and during the night |

### Levitation ♦♠•

**Power Level:** 2 or 4.
**Description:** Target can levitate straight upwards and downwards with a speed of 5' each round.
**Time:** 1 round.
**Range:** 50' or spell-caster.
**Duration:** 2D6 rounds (PL 2) or D6 minutes (PL 4).
**Deity:** HaimadalþaR, TîwaR, ÞunaR.

### Light* ♦♥♠

**Power Level:** 1 or 5, 2 or 6 or 3 or 7.

**Description:** Lights up (with artificial light) an area of 20' radius (PL 1 or 5), 50' radius (PL 2 or 6) or 150' radius (PL 3 or 7) around an object or individual. This light will also light up any sorcerous darkness. Light always prevails over darkness, as darkness is just absence of light.

**Time:** 1 round.

**Range:** Touch.

**Duration:** 2D6 minutes (PL 1, 2 or 3) or until Sunrise (Manan & ♥) or Sunset (SuwilaR, TîwaR, ♦ & ♠) (PL 5, 6 or 7).

| Deity (Element) | PL | Name* |
|---|---|---|
| Manan (♥) | 1 or 5 | Moon Light |
| SuwilaR (♦) | 1 or 5 | Torch Light |
| SuwilaR (♦) | 3 or 7 | Sun Light |
| TîwaR (♠) | 1 or 5 | Star Light |
| TîwaR (♠) | 2 or 6 | Light Bulb |

### Lightning ♠

**Power Level:** 6, 7 or 8.

**Description:** A lightning strikes from the sky and automatically hits a target of spell-caster's choice, inflicting 2D8 (PL 6), 2D10 (PL 7) or 2D12 (PL 8) electric damage to the target. Metal armour (i. e. mail shirt, muscular metal cuirass, mail shirt with scales, laminated metal armour and metal scale armour) gives no protection against lightning.

**Time:** 1 round.

**Range:** 100'.

**Duration:** 1 round.

**Deity:** (Lukan), Furasitan.

**Additional information:** It is only possible to cast lightning outdoors and under a clouded sky.

### Lung of NerþuR (Sorcerers: Air Bubble) ♥

**Power Level:** 4 or 8.

**Description:** One individual can breathe under water by the help of a large air bubble centered on his head.

**Time:** 1 round.

**Range:** Touch or spell-caster.

**Duration:** 2D6 minutes (PL 4) or until Sunrise (PL 8).

**Deity:** NerþuR.

### Magenerþi ("Belt of Strength") ♣♦

**Power Level:** 2 or 6.

**Description:** A belt touched by the spell-caster gives a mod to its wearer's Str equal to the spell-caster's spell proficiency / 3 (rounded up).

**Time:** 1 round.

**Range:** Touch.

**Duration:** 2D6 minutes (PL 2) or until Sunset (PL 6).

**Deity:** Erþi, ÞunaR.

### Malaria (*alias* Influenza) ♣♥

**Power Level:** 1+.

**Description:** A target can be infected with a disease. The disease has a PL equal to the spell PL + 5. See Cure Malaria and the skill Healing.

**Time:** 1 round.

**Range:** Touch.

**Duration:** See the skill Healing.

**Deity:** HadnuR, NerþuR.

### Malaria

In Thulê malaria is simply a name for any disease. The word means "bad air", because in ancient times they believed that diseases were a result of individuals breathing in bad air in the swamps (or they were believed to be a result of *influenza*; the influence of the stars, the deities or spirits).

### Manipulate Water ♥

**Power Level:** 4 or 8.

**Description:** 15 (PL 4) or 150 (PL 8) cubic feet * spell proficiency of water can be manipulated by the spell-caster. The water can move, rise, spurt, boil, sink down, freeze to ice *et cetera*, as the spell-caster sees fit, and in an instant.

**Time:** 1 round.

**Range:** 50'.

**Duration:** 2D6 minutes.

**Deity:** Manan, NerþuR.

### Manipulate Weather ♠

**Power Level:** 4.

**Description:** Enables the spell-caster to manipulate the weather. When the spell is cast the myth master needs to find weather type and temperature anew and let the spell-caster influence the results as he sees fit. The myth master's result is influenced (+ or -) equal to the spell caster's spell proficiency. See **Weather & Wind (The Land of Thulê)**. See also the high festival Valborg's Night.

**Time:** 2D6 minutes.

**Range:** The whole region where the spell-caster is casting the spell (e. g. Erulia, Andâlanga or Tawia).

**Duration:** Until the next Sunrise.

**Deity:** Furasitan.

### Manipulate Wind ♠

**Power Level:** 3.

Description: Enables the spell-caster to manipulate the wind. When the spell is cast the myth master needs to find wind directions and wind strength anew and let the spell-caster influence the results as he sees fit. The myth master's result is influenced (+ or -) equal to the spell caster's spell proficiency. See **Weather & Wind (The Land of Thulê)**.

**Time:** 2D6 minutes.

**Range:** The whole region where the spell-caster is casting the spell (e. g. Erulia, Andâlanga or Tawia).

**Duration:** Until the next Sunrise.

**Deity:** Furasitan.

### Mask ♣♦♥♠•

**Power Level:** 1 or 5, or 3 or 7.

**Description:** The spell-caster makes others believe the target is a different person, dressed differently. All who see the spell-caster must test their Rune Lore against DD 18 to understand that there is something wrong.

**Time:** 1 round.

**Range:** Spell-caster (PL 1 or 5) or touch (PL 3 or 7).

**Duration:** 2D6 minutes (PL 1 or 3) or until Sunrise (HadnuR, HaimadalþaR, Manan, ♣ , ♥ & •) or Sunset (Sagôn, Walan, WôðanaR, ♦ & ♠) (PL 5 or 7).

**Deity:** HadnuR, HaimadalþaR, Manan, Sagôn, Walan, WôðanaR.

### Mind Control ♣♦♥♠•

**Power Level:** 4 or 8.

**Description:** The spell-caster can control the thoughts of one individual, but he can not make the target harm himself or others, directly or indirectly, or do something he otherwise would never have done. The target must test his Rune Lore against DD 16 to understand that this spell has been cast upon him. If he realises this he can test his Fortitude against a DD equal to 12 + the spell-caster's spell proficiency to avoid the effect.

**Time:** 1 round.

**Range:** 50'.

**Duration:** 2D6 rounds (PL 4) or until Sunrise (FraujaR, Fraujôn, HaimadalþaR, ♣, ♥ & •) or Sunset (BalðuR, TîwaR, ♦ & ♠) (PL 8).

**Deity:** BalðuR, FraujaR, Fraujôn, HaimadalþaR, TîwaR.

### Mind Reading ♠•

**Power Level:** 2.

**Description:** The spell-caster gets an idea of how the mind of the target is, what his favourite deity is, if he is exited or not, if he likes this or that individual, *et cetera*. The target must test his Rune Lore against DD 16 to understand that this spell has been cast upon him. To avoid the effect of the spell, the target must first understand that the spell has been cast upon him and he must then test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.

**Time:** 1 round.

**Range:** 50'.

**Duration:** D6 rounds.

**Deity:** HaimadalþaR, Sagôn.

### Mistletoe ♣♦♥♠•

**Power Level:** 10 for HaimadalþaR, SuwilaR, TîwaR, 9 for FraujaR, WîdanaR, 8 for Sorcerers and WôðanaR, 7 for BalðuR, and 6 for Erþi.

**Description:** The spell-caster becomes invulnerable to poison, diseases and injury, but Ettins and Trolls can still harm him normally (also with poison). Potions and spells that will make him sleep or see visions still works normally. He hides his own life force, in the form of a drop-shaped rock, e.g. in a jar, in a box or something like that, or perhaps in an egg, in a duck swimming in a well found on an island far into the sea. If the rock wherein the life force is stored is smashed the spell-caster dies. The effect of Mistletoe is annulled if someone hits (i. e. achieves at least a Near Miss in mêlée) the spell-caster with a wand made from a fresh (i. e. less than 24 hours old) mistletoe. Or with a wand made from a mistletoe gathered at the Autumnal Equinox. See the high festival White Tuesday. The spell-caster must be a May King to cast this spell on himself or to have someone cast it upon him. May Queen (or former May Queen) Sorcerers who know this spell can only cast this spell on their own May Kings.

**Time:** 2D6 minutes.

**Range:** Spell-caster or (for Erþi and female Sorcerers) touch.

**Duration:** Until the spell-caster puts his life force back into his own body (something he can do by casting Mistletoe again) or until the spell is broken with a mistletoe wand.

**Deity:** BalðuR, Erþi, FraujaR, HaimadalþaR, SuwilaR, TîwaR, WîdanaR, WôðanaR.

### Moss Mask ♣

**Power Level:** 1.

**Description:** The target's skin and clothes (fur, linen or wool) looks and feels like moss. The spell-caster's spell proficiency is added to Stealth when the target tries to sneak or hide in natural environments, but only if the target is not wearing any metal armour.

**Time:** 1 round.

**Range:** Touch or spell-caster.

**Duration:** 2D6 minutes.

Deity: Erþi.

### Neutralise Poison ♣♦♥♠

**Power Level:** 1.

**Description:** Helps cure a poisoned individual. The spell-caster can add his spell proficiency to his Healing proficiency when he tries to cure a victim of poison. See the skill Healing.

**Time:** 1 round.

**Range:** Touch or spell-caster.

**Deity:** BalðuR, Erþi, Manan, Sagôn.

### Night Vision ♣♥

**Power Level:** 1, 5 or 7.

**Description:** The spell-caster can see as if he had Night Vision, meaning he can see in the night under the sky as if it was day. He can still not see in pitch black darkness.

**Time:** 1 round.

**Range:** Spell-caster.

**Duration:** 2D6 minutes (PL 1), until Sunrise (PL 5) or permanent (PL 7).

**Deity:** FraujaR, Fraujôn.

### Observation ♦♥♠•

**Power Level:** 6.

**Description:** The spell-caster can see and hear what is going on somewhere else, by looking into a crystal ball, a still water surface or an aurichalcum-, bronze-, gold-, or silver mirror. The spell has no range limits, but the spell-caster can not focus on places, individuals or objects he hasn't seen or heard at least once before. An individual being observed can test his Rune Lore against DD 20 to understand that he is being observed by means of sorcery. See Disclose Observation.

**Time:** 2D6 rounds.

**Range:** Spell-caster.

**Duration:** 2D6 rounds.

**Deity:** HaimadalþaR, Manan, Sagôn, SuwilaR.

### Paralyse ♣♦♥♠•

**Power Level:** 4 or 8.

**Description:** The target is paralysed. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. A paralysed individual is unable to do or say anything at all.

**Time:** 1 round.

**Range:** 50'.

**Duration:** D6 rounds (PL 4) or D6 minutes (PL 8).

**Deity:** BalðuR, FraujaR, Fraujôn, HaimadalþaR, TîwaR.

### Petrifaction ♣

**Power Level**: 8 or 10.
**Description**: The target is turned to stone. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
**Time**: 1 round.
**Range**: Touch (PL 8) or all who looks into the eyes of the spell-caster and who are within 50' of the spell-caster (PL 10).
**Duration**: Permanent, or until reversed by the spell Reverse Petrifaction.
**Deity**: Erþi, (WurþijôR).

### Poison ♣♥

**Power Level**: 1+.
**Description**: The spell-caster poisons food or drink or an object that you can be poisoned by using or touching or getting hit by (like a cup or an arrowhead). The poison PL is equals to the spell PL + 5.
**Time**: 1 round.
**Range**: Touch.
**Duration**: The poison will be potent for 1 month and will thereafter lose 1 in PL every full Moon until rendered harmless. See the skill Healing.
**Deity**: HadnuR, NerþuR.

### Purify Nutrition ♣♦♥♠

**Power Level**: 1+.
**Description**: 2 day rations of drink and food * spell PL is purified of all poisons.
**Time**: 1 round.
**Range**: Touch.
**Deity**: Manan, SuwilaR, TîwaR, WîdanaR.

### Remove Curse ♣♦♥♠•

**Power Level**: 3.
**Description**: Removes a curse. To remove the curse, the spell-caster tests his spell proficiency against a DD equal to 12 + the spell proficiency of the spell-caster who cursed the cursed individual/object.
**Time**: 1 round.
**Range**: Touch or the spell-caster.
**Deity**: BalðuR, Erþi, HaimadalþaR, Manan, Sagôn.

### Remove Paralysis ♣♦♥♠•

**Power Level**: 3.
**Description**: Removes paralysis from one individual. To succeed doing this the spell-caster needs to test his spell proficiency against a DD equal to 8 + the spell proficiency of the spell-caster who paralysed the paralysed individual/object.
**Time**: 1 round.
**Range**: 50'.
**Deity**: BalðuR, Erþi, HaimadalþaR, Manan, SuwilaR, TîwaR.

### Resist Disease/Resist Poison ♣♦♥♠

**Power Level**: 1.
**Description**: An individual is given increased Disease/Poison Resistance equal to the spell-caster's spell proficiency. This spell does not help already diseased/poisoned individuals.
**Time**: 1 round.
**Range**: Touch or spell-caster.
**Duration**: 1 hour.
**Deity**: BalðuR, Erþi, Manan, Sagôn.
**Additional information**: Resist Poison and Resist Disease are two different spells and must be learnt separately by a Sorcerer.

### Restoration ♣♦♥♠

**Power Level**: 1 or 10.
**Description**: Restores all damaged character attributes in an individual (PL 1). If the damage is defined as irreparable the damaged attributes can be restored anyhow if the spell is cast with PL 10.
**Time**: 2D6 minutes.
**Range**: Touch or spell-caster.
**Deity**: BalðuR, Erþi, Manan, Sagôn.

### Resurrection ♣♦♥♠

**Power Level**: 9, 10 or 11.
**Description**: A dead individual can be resurrected. The individual being resurrected can not have been dead for more than 1 hour (PL 9), one day (PL 10) or 1 week (PL 11). When resurrected he will have only 1 HP left and must rest or be healed normally to recover the rest of his HP. Spell-caster tests spell proficiency against a DD equal to 12 - the target's Con. Critical Failure and Failure means the target remains dead. Success means the target is resurrected, but loses D6 in value on D6 random character attributes. This attribute loss is irreparable (see Restoration). The target also loses his speech, and will not regain his ability to speak until he eats one of Îþund's fruits or touches a Unicorn. One who has lost his speech can not cast spells or use skills such as Poetry, Religious Tradition (unless used for prayer or to ask for divine aid or favours), Acting, Singing and World Lore in relation to Social Skills. He also gets a -3 mod to Social Skills. A Critical Success means the target is resurrected only with a speech loss.
**Time**: 2D6 minutes.
**Range**: Touch.
**Deity**: BalðuR, Erþi, Manan, Sagôn, SuwilaR.

### Reverse Petrifaction ♣

**Power Level**: 6.
**Description**: A petrified individual can be turned back to original form. The spell-caster must test his spell proficiency against a DD equal to 12 + the spell proficiency of the petrifier.
**Time**: 1 round.
**Range**: Touch.
**Deity**: Erþi.

### Sanctuary ♣♦♥♠•

**Power Level**: 2.
**Description**: A sanctuary up to 50' radius large is created. No one can easily harm anyone in a sanctuary, but if the spell-caster himself attacks anyone in the sanctuary it is no longer a sanctuary. All (not including the spell-caster) who tries to harm anyone in a sanctuary must test their Fortitude against a DD equal to 14 + spell-caster's spell proficiency to be able to do so.
**Time**: 1 round.

**Range**: Touch.
**Duration**: Until first Sunrise (Erþi, HaimadalþaR, Manan, ♣, ♥ & •) or to first Sunset (SuwilaR, TîwaR, ♦ & ♠).
**Deity**: Erþi, HaimadalþaR, Manan, SuwilaR, TîwaR.

### Sacred Ground ♣♦♥♠•

**Power Level**: 2 or 6.
**Description**: An area up to 50' radius large is turned into sacred ground. All creatures on sacred ground must speak the truth and answer all questions asked them. If in a temple those who try to lie lose all favour with the deities for a full month. See Initiate. Everyone must test their Fortitude against a DD equal to 14 + the spell caster's spell proficiency to succeed in not telling the truth/not answering questions asked them. A person on sacred ground must test his Rune Lore against DD 8 to understand that he is on sacred ground.
**Time**: 1 round.
**Range**: Touch.
**Duration**: 2D6 minutes (PL 2) or until Sunrise (Erþi, HaimadalþaR, Manan, ♣, ♥ & •) or Sunset (SuwilaR, TîwaR, ♦ & ♠) (PL 6).
**Deity**: Erþi, HaimadalþaR, Manan, SuwilaR, TîwaR.

### Seven-Miles-Boots ♠

**Power Level**: 1+.
**Description**: The target of this spell can add the spell PL * 5' to his Tempo skill (but not in relation to climbing, crawling, sneaking and tracking) and also jump twice as long and high (see the skill Acrobatics). The target needs to wear either an armour (assumed to include greaves) or boots for this spell to work. This spell influences the (walking and jogging) travel time for the target. See **Travel & Survival** (**The Land of Thulê**).
**Time**: 1 round.
**Range**: 50' or spell-caster.
**Duration**: To the first Sunset (for Lukan: Sunrise).
**Deity**: (Lukan), WôðanaR.

### Silence ♣♦♥•

**Power Level**: 3, 7 or 9.
**Description**: No sound can escape from a 20' radius large zone, centred on an object or individual. No spell can be cast by anyone in the silent zone. To avoid the effect of the spell, an unwilling target can test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
See the skill Stealth.
**Time**: 1 round.
**Range**: 50' or spell-caster.
**Duration**: 2D6 rounds (PL 3), 2D6 minutes (PL 7) or until Sunrise (FraujaR, Fraujôn, HaimadalþaR, WîdanaR, ♣, ♥ & •) or Sunset (Walan & ♦) (PL 9).
**Deity**: FraujaR, Fraujôn, HaimadalþaR, Walan, WîdanaR.

### Shadow

See Hood of HadnuR.

**"Every light is not the Sun."**

### Snowflake ♦♠•

**Power Level**: 1 or 2.
**Description**: An object or individual falls like a snowflake to the ground, with a speed of 3' per second (15' each round), and lands unscathed (objects) or must test his Acrobatics against DD 8 in order to land unscathed (individuals). A Failure results in D6 - 3 damage. A Critical Failure results in D6 damage. See the skill Acrobatics. To avoid the effect of the spell, an unwilling target can test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.
**Time**: 1 round.
**Range**: 50' or spell-caster.
**Duration**: D6 rounds (PL 1) or D6 minutes (PL 2).
**Deity**: HaimadalþaR, TîwaR, ÞunaR.

### Sorcerous Shape ♣♦♥♠•

**Power Level**: 8, 9 or 10.
**Description**: The spell-caster can create a *hamr* ("shape") of any animal skin (PL 8) he may come across. Anyone who puts on this *hamr* will change shape and become the animal the *hamr* was made from, and he will get all its abilities, but will keep his human or demi-human intelligence and wits. He will still be himself.

The spell can also be cast on tiny insect shells (PL 9) and skins from other creatures (PL 10) (i. e. other creatures than those defined as "animals". See **The Creatures & Phenomena of Thulê**).

To successfully create a *hamr* the spell-caster must test his spell proficiency against a DD equal to 12 + the size of the creature the *hamr* is made from. Tiny insects not listed in **The Creatures & Phenomena of Thulê** has in this context size +10.

To put on a *hamr* a character must test Rune Lore against DD 16. Has has to be naked and he can not bring any objects into the *hamr*. If he wishes to carry anything he must do so in the new shape, if this is at all possible for such a creature.

Anyone in a *hamr* needs to eat and drink as if he really was the *hamr* creature. He can only communicate as if he really was this creature too, and needs to take off the *hamr* if he wishes to speak (or cast spells).

Anyone who sees a person in a *hamr* can test their Rune Lore against 21 to understand that a person in a *hamr* is really a person in a *hamr* and not the creature he looks like.

**Time**: 2D6 minutes.
**Range**: Touch.
**Duration**: Permanent, or until the *hamr* is burned on a bonfire or is destroyed by the spell Dispel. Dispel can also be cast upon the *hamr* whilst it is worn by someone.
**Deity**: HadnuR (but not Lukan), Fraujôn, HaimadalþaR, WôðanaR.
**Additional information**: The *hamr* will normally weigh 1 lb for each size the creature it was made from had when it was still alive, or 1 oz if size +0 or less. An insect *hamr* weighs nothing.

### Sorcerous Sleep ♣♦♥♠•

**Power Level:** 1, 5, 9 or 10.

**Description:** One individual falls asleep, and can not be awoken by normal means. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. Sorcerous Sleep can also be cast upon objects, for example thorns that you may hurt yourself on, on food you may eat or drink you may drink, to make sure the spell is not triggered until certain conditions are met. Characters don't grow any older whilst under the Sorcerous Sleep spell. See Awakening.

**Time:** 1 round.

**Range:** Touch.

**Duration:** D6 minutes (PL 1), D6 hours (PL 5), 100 years (PL 9) or forever (PL 10).

**Deity:** Erþi, FraujaR, Fraujôn, HaimadalþaR, Walan.

### Spirit Voice ♥♠•

**Power Level:** 1 or 9.

**Description:** A voice can be heard from somewhere when certain conditions are met. This can be when anyone enters a room, when a particular door is opened, when it becomes wet somewhere, or even if a certain named girl of a certain family utters a specific word in a special location. The Spirit Voice recites a phrase, a word or it delivers a message, as the spell-caster wills. The message can be a single word or a long story. It is all up to the spell-caster.

Unless cast with PL 9 the spirit voice will only speak once.

To succeed in casting the spell the spell-caster must test his spell proficiency against a DD between 6 and 24 (decided by the myth master), depending on how long and complicated the message is.

**Time:** Depends on the length of the message, but never less than 1 round.

**Range:** 50'.

**Duration:** Until certain conditions are met (PL 1), or until certain conditions are met over and over again for all eternity (PL 9).

**Deity:** Fraujôn, HaimadalþaR, TîwaR.

### Summon Creature ♣♦♥♠•

**Power Level:** (See below)

**Description:** A creature is summoned to serve the spell-caster (blindly following his commands). A creature can only be summoned if there are any such creatures in a radius around the spell-caster equal to the creature's Tempo * 264 (in other words only if the myth master allows it). It is always possible to summon spirits and incorporeal trolls (unless the Sun is up). You can not summon shadows if there are no shadows nearby. To "summon" (in practise create) an animated vine there must be vegetation nearby. Summoned animals behave as if they are masterfully tamed.

**Time:** 2D6 minutes.

**Range:** Spell-caster.

**Duration:** ½ hour (PL * 1) or until Sunset (BalðuR, Sagôn, WôðanaR, ♦ & ♠) or until Sunrise (Erþi, FraujaR, Fraujôn, HadnuR, HaimadalþaR, Manan, NerþuR, Skanþan, WîdanaR, ♣, ♥ & •) (PL * 2).

**Additional information:** Characters can ride some of the creatures they summon (including flying creatures!), and can keep doing so for as long as the creature is under the spell. A character's size determines how large the creature has to be in order for him to be able to ride it. In this context, add 1 to the character's size if he is carrying a medium load, and 2 if carrying a heavy load. See the skill Riding.

| Character Size | Creature Size |
|---|---|
| -2 or less | +1 or more |
| -1 | +4 or more |
| +0 or +1 | +6 or more |
| +2 or more | +8 or more |

| Deity (Element) | PL | Creature |
|---|---|---|
| BalðuR (♦) | 2 | Venomous snake |
| BalðuR (♦) | 4 | Cave Lion |
| BalðuR (♦) | 6 | Giant swan |
| Erþi (♣) | 2 | Animated vine |
| FraujaR (♣) | 2 | Animated vine |
| FraujaR (♣) | 4 | Boar |
| FraujaR (♣) | 5 | Leopard |
| FraujaR (♣) | 8 | Giant boar |
| Fraujôn (♥) | 2 | Lynx |
| Fraujôn (♥) | 8 | Giant turtle |
| HadnuR (♣) | 1 | Giant rat, rat swarm |
| HadnuR (♣) | 2 | Venomous snake, giant scorpion |
| HadnuR (♣) | 4 | Wolf, cave hyena |
| HadnuR (♣) | 5 | Black bear, giant hyena, giant spider[1] |
| HadnuR (♣) | 8 | Cave bear, hyaenodon, shadow |
| HaimadalþaR (•) | 5 | Giant spider[1] |
| HaimadalþaR (•) | 8 | Shadow |
| Manan (♥) | 7 | Unicorn |
| NerþuR (♥) | 1 | Dolphin |
| NerþuR (♥) | 10 | King lizard |
| Sagôn (♠) | 6 | Giant owl |
| Skanþan (♥) | 1 | Morning moon raptor |
| Skanþan (♥) | 4 | Female black bear, giant centipede[1] |
| Skanþan (♥) | 6 | Female brown bear, smilodon, boat beak |
| Skanþan (♥) | 8 | Female cave bear, female polar bear |
| WîdanaR (♣) | 2 | Animated vine |
| WîdanaR (♣) | 7 | Giant eagle, winged lizard |
| WôðanaR (♠) | 2 | Dog, horse |
| WôðanaR (♠) | 4 | Wolf |
| WôðanaR (♠) | 7 | Brown bear |
| WôðanaR (♠) | 8 | Polar bear, cave bear, ruler wolf |
| WôðanaR[2] | 2 | Giant swan |
| (All) (♣♦♥♠•) | 1 | Small game |
| (All) (♣♦♥♠•) | 2 | Medium game |
| (All) (♣♦♥♠•) | 3 | Large game |

[1]The summoner casts a D6, and if the result is a 6 he summons the monster edition of this creature instead.
[2]Only for Valkyries.

There is no way to summon an ettin.

### Telekinesis ♦♠

**Power Level:** 1 or 5.

**Description:** An individual or object weighing up to 255 lbs (size +2) can be lifted up (without being physically touched) and moved about with a speed of 1' per second (5' per round). To avoid the effect of the spell, an unwilling target can test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency. The spell-caster can not do anything else whilst using Telekinesis.

**Time**: 1 round.
**Range**: 50'.
**Duration**: 1 round (PL 1) or 1 minute (PL 5).
**Deity**: Erþi, ÞunaR.

### Telepathy ♣♦♥♠•

**Power Level**: 4.
**Description**: The spell-caster can communicate with another human (or demi-human) being from a distance, even if the other individual is sleeping (but not if unconscious). The spell-caster must have seen the target at least once before and he must know his name for this spell to work.
**Time**: 2D6 minutes
**Range**: Spell-caster and one chosen individual, who can be anywhere in the wide world.
**Duration**: 2D6 minutes.
**Deity**: HaimadalþaR, Manan, Sagôn, Walan and WîdanaR.

### Teleportation •

**Power Level**: 7 or 9.
**Description**: An object touched (PL 7) or an individual touched (PL 9) is teleported to a location up to 1000' away and in sight of the spell-caster. The weight of the object/individual to be teleported can not be more than 255 lbs (size +2) or be larger than 10 cubic feet. The spell-caster can also teleport himself (PL 9). It is only possible to teleport something to a solid surface.
**Time**: 2D6 rounds
**Range**: Touch or spell-caster.
**Deity**: HaimadalþaR.

### Totem Animal (*alias* Berserk) ♣♦♥♠•

**Power Level**: 1 (WôðanaR, Sorcerers) or 2 (WîdanaR, FraujaR).
**Description**: The spell-caster is not affected by fear (i. e. he does not need to test morale), he will not be stunned and can not be knocked unconscious. Bleeding is not affected by this spell.

Spell-caster receives extra HP (the amount is determined by his totem animal) and is not affected by fatigue. If he loses HP, he will first lose the HP received from his totem animal.

When the spell stops working the spell-caster will immediately be affected normally by fear and fatigue (and can actually pass out or even die from exhaustion if he has been spending a lot of SP whilst under the effect of this spell).

**Time**: 1 round.
**Range**: Spell-caster.
**Duration**: 2D6 minutes.
**Deity**: FraujaR, WîdanaR, WôðanaR.
**Additional information**: It is only possible to have one totem animal, but Religious characters can gain and change totem animal every Hallow Evening, and Sorcerers whenever they want to. See the high festival Hallow Evening. In order to gain a (new) totem animal the spell-caster needs to find such an animal and kill it. After it has been killed he must eat a part of its heart and drink some of its blood in order to steal its power, and he must (if Religious) at least succeed when testing his spell proficiency against a DD equal to 12 + the size of the animal or (if Sorcerer) against a DD equal to 8 + the size of the animal. He must then make an armour from the skin or feathers of the animal (using the skill Crafts to do so, to determine the quality of the armour made). If he has a very small totem animal he might need to skin several animals to get enough skin for the armour (e. g. 12 rabbits if the totem animal is a rabbit). He only needs to kill one of these animals as part of this spell. It does not matter how or where he gets the rest of the skins/furs he needs to complete the totem animal armour.

The armour made from a totem animal is the only form of armour a Sorcerer can ever wear without temporarily losing his ability to cast spells. See **Special to Sorcerers** (**Character Generation & Development**). He must wear it instead of or in addition to his Sorcerer clothes. The Sorcerer can wear this armour even when not under the effect of the Totem Animal spell.

A character with a totem animal can not harm animals of the same kind as his totem animal without consequence. If he does he harms himself as much as he did the animal.

Some places in Thulê it is common for those eligible to have totem animals, but others places, like in Trôskenia, it is not common at all. Many see themselves as too civilized to engage in such primitive practises.

Only the creatures in the totem animal list can by default become totem animals, but a myth master can naturally add or remove creatures as he pleases.

| Berserk/Valkyrie Totem Animal | Extra HP (Armour) |
|---|---|
| Black bear (♀/♂) | 4D6 + 1 (Fur shirt) |
| Boar (♂) | 2D6 + 1 (Fur shirt) |
| Brown bear (♀/♂) | 5D6 + 3 (Fur shirt) |
| Cave bear (♀/♂) | 7D6 + 1 (Fur shirt) |
| Cave lion (♂) | 3D6 + 2 (Fur shirt) |
| Giant boar (♂) | 7D6 + 3 (Fur shirt) |
| Giant swan (♀) | D6 + 4 ([1]) |
| Leopard (♀/♂) | D6 + 1 (Fur shirt) |
| Polar bear (♀/♂) | 6D6 + 2 (Fur shirt) |
| Ruler wolf (♂) | 8D6 (Fur shirt) |
| Smilodon (♂) | 3D6 + 2 (Fur shirt) |
| Wolf (♀/♂) | D6 (Fur shirt) |

[1]Just a decorative feather costume.

| Bacchante/Maenad Totem Animal | Extra HP (Armour) |
|---|---|
| Boar (♂) | 2D6 + 1 (Fur shirt) |
| Giant boar (♂) | 7D6 + 3 (Fur shirt) |
| Leopard (♀/♂) | D6 + 1 (Fur shirt) |

| Bard (with WîdanaR as favourite deity) Totem Animal | Extra HP (Armour) |
|---|---|
| Giant eagle (♂) | 3D6 + 2 ([1]) |

[1]Just a decorative feather costume.
[2]A Bard with WîdanaR as his favourite deity does *not* start game with the Giant Eagle as his Totem Animal, but must gain this in game. See the Religious High Festival Hallow Evening.

| Sorcerers: Totem Animal (element) | Extra HP (Armour) |
|---|---|
| Black bear (♥♠) | 4D6 + 1 (Fur shirt) |
| Boar (♣) | 2D6 + 1 (Fur shirt) |
| Brown bear (♥♠) | 5D6 + 3 (Fur shirt) |
| Cave bear (♥♠) | 7D6 + 1 (Fur shirt) |
| Cave lion (♦) | 3D6 + 2 (Fur shirt) |
| Cave hyena (♣) | 2D6 + 1 (Fur shirt) |
| Cave worm (♣) | 7D6 + 3 (Dragon scale armour) |
| Dolphin (♥) | D6 + 2 (Fur shirt) |
| Fire worm (♦) | 7D6 + 3 (Dragon scale armour) |
| Giant boar (♣) | 7D6 + 3 (Fur shirt) |
| Giant centipede (♣) | D6 (Boiled leather scale armour) |
| Giant eagle (♣) | 3D6 + 2 ([1]) |
| Giant hyena (♣) | 4D6 + 1 (Fur shirt) |
| Giant owl (♠) | D6 + 4 ([1]) |
| Giant rat (♣) | D3 (Fur shirt) |
| Giant scorpion (♣) | D6 (Boiled leather scale armour) |
| Giant spider (♣●) | D6 + 2 (Fur shirt) |
| Giant swan (♥) | D6 + 4 ([1]) |
| Giant turtle (♥) | 6D6 + 2 (Fur shirt) |
| Hyaenodon (♣) | 6D6 + 2 (Fur shirt) |
| Large game[2] (♣♦♥♠●) | 5D6 + 5 (Fur shirt) |
| Leopard (♣) | D6 + 1 (Fur shirt) |
| Lynx (♥) | D4 + 1 (Fur shirt) |
| Medium game[3] (♣♦♥♠●) | D3 (Fur shirt) |
| Monster centipede (♣) | 6D6 + 1 (Boiled leather scale armour) |
| Monster spider (♣●) | 7D6 + 3 (Fur shirt) |
| Poisonous worm (♣) | 7D6 + 3 (Dragon scale armour) |
| Polar bear (♥♠) | 6D6 + 2 (Fur shirt) |
| Ruler wolf (♠) | 8D6 (Fur shirt) |
| Sea worm (♥) | 7D6 + 3 (Dragon scale armour) |
| Small game[3] (♣♦♥♠●) | 1 (Fur shirt) |
| Smilodon (♥) | 3D6 + 2 (Fur shirt) |
| Venomous snake (♦) | 1 (Fur shirt) |
| Wild dog (♠) | D4 (Fur shirt) |
| Wolf (♠) | D6 (Fur shirt) |

[1]Just a decorative feather costume.
[2]Deer, elk, auroch *et cetera*.
[3]Roe deer, reindeer *et cetera*.
[4]Rabbit, hawk, *et cetera*. No armour from birds! See footnote 1.

### Trojan Fortress ♦●

**Power Level:** 6 or 8.

**Description:** The target is teleported into a maze in a spirit world. He needs to spend D6 - Int minutes (PL 6) or 2D6 - Int minutes (PL 8) to find his way out. He will never need less than 1 minute to find his way out. When he finds his way out he will re-appear exactly where he was when teleported, or (if that location is changed, occupied by someone else or no longer exists) in a safe location nearby. To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.

**Time:** 1 round.

**Range:** 50'.

**Duration:** See effect.

**Deity:** HaimadalþaR, SuwilaR.

**Additional information:** A Trojan Fortress is also the name for stone labyrinths in Thulê, used by Bards to open up portals to a spirit world.

### Trojan Horse (Sorcerers n/a)

**Power Level:** 9.

**Description:** The spell-caster opens up a portal to another world. To see the portal and to be able to travel through it you have to wear some form of mask. This can be everything from a physical mask, the spells Mask or Moss Mask, an armour made from a totem animal, to ashes or paint smeared on the face.

**Time:** D6 minutes.

**Range:** 50'.

**Duration:** D6 rounds. Only one character can enter the portal each round!

| Deity | Trojan Horse to[1] |
|---|---|
| TîwaR | Alinnôss |
| Erþi | HaljôhaimaR |
| HadnuR | HaljôhaimaR |
| HaimadalþaR | Gemahlewa, HaljôhaimaR, Nôwatuna, Alinnôss |
| (Lukan) | Gemahlewa |
| NerþuR | Nôwatuna |
| Fraujôn | HaljôhaimaR |
| SuwilaR | Alinnôss |
| Walan | HaljôhaimaR |
| WôðanaR | HaljôhaimaR, Alinnôss |

[1]There are several divine homes in both Alinnôss and HaljôhaimaR, but the characters need to find them separately once inside Alinnôss or HaljôhaimaR. There is only one divine home in Nôwatuna and Gemahlewa. See **Mythical Deities**.

**Additional information:**

| Trojan Horse to | Mandatory portal location |
|---|---|
| HaljôhaimaR[1] | In a burial mound, a cave, a trapdoor leading to a basement or a hollow tree |
| Alinnôss[2] | Near a rainbow, a labyrinth (Trojan Fortress), a bridge, a mountain peak, under the Aurora Borealis, in a tree top, by a ladder or in a tower |
| Nôwatuna[3] | In a well, a river, a lake, a source or the sea |
| Gemahlewa | In a burial mound, a cave, a trapdoor leading to a basement or a hollow tree |

[1]A giant undead dog, GarmaR, guards the entrance to HaljôhaimaR. A character might know (DD 16 World Lore) that he can pacify the animal with a piece of meat. If he brings no such meat he will have to fight the monster (with the statistics of a very strong ruler wolf) to gain access. Further in travellers reach the bridge leading across the river of forgetfulness. It is guarded by an ettin woman known as Mudgudô. If the travellers manage to sneak past her they can continue their journey to HaljôhaimaR, but if not they must either bribe her with a gold nugget – and if they don't Mudgudô (with the statistics of a strong mountain ettin) will attack them. A character might know (DD 16 World Lore) that if he as much as touch the water he will forget why he is there and just walk back out (if the guardian of the entrance is not there to prevent him from leaving). He will not remember why he entered until he is safe outside. In order to get out of HaljôhaimaR travellers need to leave the same way they came. The guardians will, if they are killed, return to "life" the first evening after they were killed. A character might know (DD 18 World Lore) that if he looks back, on his way out, he will forget everything he saw there and lose everything he might have found there.

[2]The travellers do not gain direct access. They first have to find the way through a Trojan Fortress (a spell PL 6, successfully cast) in 3 minutes or less (and if they fail they are sent directly back to Thulê); then they have to solve one or three riddles given to them by the bridge's guardian, HaimadalþaR, to be able to pass. If they fail they are sent directly back to Thulê. A character might know (DD 18 World Lore) that if he manages to answer the riddle(s) he has to successfully unlock a large gate before Sunset – and this is done by playing the flute very skilfully (against DD 20) at the lock. Finally, if Arbîs or Khemetians try to gain access to Alinnôss they will ignite and fall burning down to earth if they try to walk across the bridge guarded by HaimadalþaR. When characters leave Alinnôss they appear right where they entered the portal to gain access, and leave as if they left a Trojan Fortress. See Trojan Fortress.

[3]To survive in Nôwatuna characters need to breathe under water. Those who can not breathe under water must hurry back up to the surface right away! In order

to manage this they must swim 2D6 * 10' under water to get safely to the surface. Note that a Critical Failure leads to immediate drowning! See the skill Swimming.

A character who has a Seiðr life stance and who travels to any divine home will have to test his Int against DD 8 in order to keep his life stance. If he fails he must change his life stance to Âsatrû the next time he wakes up from sleep, whether he likes it or not (and if he is a Sorcerer he risks losing his Sorcerer character role. If he does he will forget all his spells and become a Civilian instead).

Characters with a Seiðr life stance can travel through the portal to the divine homes, and if they manage to keep their life stance they will be convinced that what they see are just illusions created by Sorcerers (posing as "deities") or the work of spirits so powerful even the Sorcerers have not yet managed to control them.

### Troll Fear ♣♦♠

**Power Level**: 1 or 3.
**Description**: Effects one Troll (only) (PL 1) or 2D6 Trolls (PL 3). To avoid the effect of the spell, the target must test Fortitude against a DD equal to 12 + the spell-caster's spell proficiency.

| Target's Result | Effect on Target |
|---|---|
| Critical Success | None |
| Success | None |
| Semi-Success | Will flee[1] |
| Failure | Will flee[1] and takes 2D6 electric damage |
| Critical Failure | Is destroyed |

[1]The troll will flee for D6 rounds towards the nearest entrance to HaljôhaimaR (burial mounds, caves, hollow trees *et cetera*). If it reaches such an entrance it will vanish in thin air (because it has entered a portal to HaljôhaimaR). If corporeal trolls are physically prevented from fleeing they will instead fight.

**Time**: 1 round.
**Range**: 50'.
**Deity**: HadnuR, SuwilaR, WôðanaR.

### Veil ♣♥•

**Power Level**: 2 or 6.
**Description**: The spell makes it harder to see the target. Spell-caster or target gets the spell caster's spell proficiency / 2 (rounded up) as a mod to Stealth tests and DV.
**Time**: 1 round.
**Range**: Touch or spell-caster.
**Duration**: 2D6 minutes (PL 2) or until Sunrise (PL 6).
**Deity**: FraujaR, HaimadalþaR, Skanþan.

### Void Travel •

**Power Level**: 10.
**Description**: Test spell proficiency against DD 16: time stops for 1 (Semi-Success), 2 (Success) or 3 (Critical Success) rounds for all others but the spell-caster.
**Time**: 1 round.
**Range**: Spell-caster.
**Duration**: See description.
**Deity**: HaimadalþaR.

### Wall of Thorns ♣♥

**Power Level**: 5 or 10
**Description**: A 5' thick wall of thorns with a width of 10' and a height of up to 20' grows up from the ground during the night where the spell-casters wants it to. To get through the wall (in 3D6 rounds) characters have to test Dex against DD 12 + (size * 2). If a character tries to get through the wall he has to test his poison resistance (with a +1 mod if wearing any armour) against PL 12. A failure means the character falls into sorcerous sleep (see Sorcerous Sleep). The wall is resistant to all harm (even fire) save the harm inflicted by means of enchanted swords & dagger weapons, sword-scythes and axes, which can be used to safely cut a hole (in 4D6 rounds) large enough to safely move through. The wall will however repair itself the following night and grow back to full size. The wall can only be grown where plants in general can grow (i. e. not on bare rock).
**Time**: 1 round.
**Range**: 50'.
**Duration**: D6 years (PL 5) or D6 * 100 years (PL 10).
**Deity**: Erþi, Skanþan.

### Water Runner

See Grace of NerþuR.

### Whirlwind ♠

**Power Level**: 4 or 8.
**Description**: A whirlwind under the spell-caster's control appears. It moves 60' each round and causes damage in its trail; everyone in its route must test Tempo / 5 against a DD equal to 12 + the spell-caster's spell proficiency to avoid taking D12 physical damage from flying debris. If Success is achieved the character only takes D6 damage. If Critical Success is achieved he takes no damage. If Critical Failure is achieved he takes D20 damage. The whirlwind can only appear outdoors.
**Time**: D6 rounds.
**Range**: 500'.
**Duration**: D6 rounds (PL 4) or 3D6 rounds (PL 8)
**Deity**: Furasitan.

### Wind Gust ♠

**Power Level**: 1+.
**Description**: One creature with size ≤ the spells PL is pushed out of balance and falls 5' (1-3 on a D6), 10' (4-5) or 15' (6) in a random direction or away from the spell-caster (spell-caster's choice). This can be very dangerous to an individual climbing, walking on narrow paths in the mountain or crossing bridges. The target can test his Acrobatics against a DD equal to 12 + the spell-caster's spell proficiency to avoid falling. If a Critical Success is achieved the target can choose to jump controlled. If Failure or Critical Failure is achieved the target falls. See the skill Acrobatics.
**Time**: 1 round.
**Range**: 50'.
**Deity**: Furasitan.

**"In calm water every ship has a good captain."**

All animals and cursed trees have a +10 disease resistance and a +10 (+ size) poison resistance, unless otherwise stated. All elves & nymphs, animated objects, trolls and ettins are immune to poison and disease. All creatures have +2 proficiency in all skills unless otherwise stated. Two exceptions are Stamina and Fortitude, where all creatures have +8 and size + 6 proficiency respectfully, unless otherwise stated. All non-human creatures have +1 modification for all character attributes (and on Initiative). This is their value in relation to the rules of MYFAROG.

Some creatures have special abilities, such as Night Vision (gives the ability to see in the night under the sky as if it was day, but not the ability to see in pitch black darkness), Ettin Eyes (gives the ability to see even in pitch black darkness, but also gives the disadvantage of being easily blinded by light, especially daylight, but also artificial light), Troll Nose (gives the ability to smell human blood [and some say also aurichalcum], 10' in headwind, 100' when calm and 1000' in tailwind) and Eagle's Gaze (gives the ability to see things far away in greater detail, as if using binoculars, giving +2 Perception in relation to vision).

If the GM wants to vary the strength of the creatures encountered he can use this table:

| D6 | Strength | Stats[1] | HP |
|---|---|---|---|
| 1 | Very Weak | -2 | -25% |
| 2 | Weak | -1 | -10% |
| 3-4 | Average | +0 | +0 |
| 5 | Strong | +1 | +10% |
| 6 | Very Strong | +2 | +25% |

[1]OV (MÊ & MI)/DV (MÊ), Resistance and all skills – and possibly also size.

**The Power of Imagination**

If you make an illustrated bestiary you will never please everyone. When you only describe the creature you not only allow everyone to create their own image of the creature in their own minds, but you also make players do what they are supposed to do when playing RPGs; use their own imagination.

To find the Cold Toughness in relation to atmospheric temperatures, add 5 to the creature's Cold Toughness.

## Animals

When animals die they are assumed to become spirits in nature, flying about with the wind until they materialize again when they are reborn as new animals. The bodies of dead animals turn to earth.

Each killed animal (save poisonous creatures, land lizards & venomous snakes, disease spreaders, birds & winged lizards and sea creatures) can normally give a hide (creatures size -10 to -7 gives a small game hide, -6 to +1 gives a medium game hide and creatures size +2 to +10 a large game hide) and meat equal to its weight / 5. It takes 1 minute to prepare 1 lb of meat (≈1 day ration), using a small seax or dagger, and about 30 minutes to cook a meal. It takes D6 * 5 minutes to prepare a small game hide, using a small seax. It takes D6 * 10 minutes to prepare a medium game hide and D6 * 30 minutes to prepare a large game hide. You also get meat (but no hides) from birds & winged lizards and sea creatures, and feathers from birds (e. g. giant eagle, giant owl, giant swan and boat beak). In desperate situations a giant rat could also be eaten, but in order to do so the characters should be Tired/Weary/Exhausted from lack of food and at least succeed with a Wil test against DD 12/8/6 (every day they eat).

**Abbreviations for the Creature Tables**

EE = Ettin Eyes
EG = Eagle's Gaze
EL = Electric Damage
IM = Immune
N = Natural Weapon
NV = Night Vision
TN = Troll Nose
W = Weapon

**Fighting Animals**

All animals are generally speaking afraid of creatures walking on two legs, and especially if the two-legged creature is holding a stick or something like that in his hand, so most animals will try to avoid conflict with humans if they can, whether they are shy, peaceful or aggressive. Even most predatory animals tend to prefer easier prey whenever they can – and if e. g. a cave lion has just eaten it is not even dangerous to nearby sheep, and will most likely leave them alone (until he is hungry again, that is).

### Poisonous Creatures

The poisonous creatures changed and became giant and monstrous after living in EtunahaimaR. For their poison to have any effect on the target the poisonous creature needs to at least achieve a Near Miss. See the skill Healing. Poisonous creatures (if they were the aggressors) will kill (and eat) the paralysed targets, or (if spiders) they will try to wrap them in silk and then eat them later on, or (otherwise) just flee and leave them as they are.

**Bitten or Stung?**

What if a character already bitten or stung by a poisonous creature is bitten/stung again by the same creature? Let the PL of the poison be modified by +2 every new time he is bitten!

**"Always watch and follow nature."**

### Centipede, Giant

| General | Poisonous Creatures |
|---|---|
| Size | -2 |
| Weight (lbs) | ≈110 |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Climbing | +14 |
| Stamina | +18 |
| Swimming | +6 |
| Tempo | +45 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 2 |
| **Combat** | |
| Fright mod | -2 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D6 + Paralysing poison PL 10 |
| DV (MI) | +10 |
| HP | 11 |
| Weapon | Natural |

The giant centipede is very fast and a very good climber. It can not breathe under water, but can stay under water for up to one full day, before it has to come up to breathe.

This nocturnal predator hunts in the dark places of the earth, and is dangerous enough to pose a threat to almost all the creatures of Thulê. Using the cover of darkness, it tends to surprise attack to subdue its victims. Giant centipedes fear and hate spiders, their main competitor, and will try to flee if a giant or monster spider appears. They often crawl into cracks in mountains and under the roots of trees during the day.

### Centipede, Monster

| General | Poisonous Creatures |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1100 |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Climbing | +14 |
| Fortitude | +5 |
| Perception | +2 |
| Stamina | +18 |
| Swimming | +6 |
| Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 2 |
| **Combat** | |
| Fright mod | -6 |
| OV (MÊ) | +10 |
| DV (MÊ) | +14 |
| Dodging | +2 |
| Damage | D10 + Paralysing poison PL 10 |
| DV (MI) | +8 |
| HP | 74 |
| Weapon | Natural |

Like the giant centipede, the monster centipede can not breathe under water, but can stay under water for up to one full day, before it has to come up to breathe.

Monster centipedes fear and hate spiders, their main competitor, and will attack any giant spiders they come across, but will try to flee if a monster spider appears.

This nocturnal predator hunts in the dark places of the earth, and is dangerous enough to pose a threat to almost all the creatures of Thulê, using the brute force, the cover of darkness and surprise attacks to subdue its victims.

### Scorpion, Giant

| General | Poisonous Creatures |
|---|---|
| Size | +1 |
| Weight (lbs) | ≈200 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | +3 |
| Stamina | +8 |
| Tempo | +20 |
| All other skills | +2 |
| **Toughness** | |
| Heat | 3 |
| Physical | 2 |
| **Combat** | |
| Fright mod | -4 |
| OV (MÊ) | +3 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D8 + Poison PL 12 |
| DV (MI) | +10 |
| HP | 20 |
| Weapon | Natural |

The giant scorpion is a terrible opponent; all it needs to defeat almost any foe is to hit it a few times with it's poisonous sting.

The giant scorpion does not hunt like other predators, but sits still, waiting for prey to come near it. If that happens, it will attack and try to poison its prey. Unless spotted in time (Perception DD 8) it will always be allowed to attack first, and the victim will be surprised.

### Spider, Giant

| General | Poisonous Creatures |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| Special Abilities | Night Vision |
| **Skills** | |
| Climbing | +14 |
| Fortitude | +6 |
| Stamina | +18 |
| Swimming | +0 |
| Tempo | +40 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D4 + Paralysing poison PL 9 |
| DV (MI) | +10 |
| HP | 16 |
| Weapon | Natural |

Giant spiders hunt, often in numbers, in the shadows, and can usually be found in dark forests and deep caverns. When a giant spider has poisoned (paralysed) all its foes it will start to wrap them in silk. It takes 2D6 minutes for a giant spider to wrap a human sized victim in silk. It is impossible to get free from spider silk without assistance once wrapped. With assistance it takes 2D6 rounds to free a person if using a dagger, seax, sickle or curved short sword, 4D6 rounds if using another sword or a sword-scythe, or 6D6 if using a Spear weapon, axe, lead-weighted dart or broad-head arrow/bolt.

**Spider, Monster**

| General | Poisonous Creatures |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈2500 |
| Special Abilities | Night Vision |
| **Skills** | |
| Climbing | +14 |
| Fortitude | +6 |
| Stamina | +18 |
| Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -8 |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D12 + Paralysing poison PL 12 |
| DV (MI) | +8 |
| HP | 100 |
| Weapon | Natural |

Monster spiders hunt, often in numbers, in the shadows, and can often be found in dark forests and deep caverns. When a monster spider has poisoned (paralysed) all its foes it will start to wrap them in silk. It takes D6 minutes for a monster spider to wrap a human sized victim in silk. It is impossible to get free from spider silk without assistance once wrapped. With assistance it takes 2D6 rounds to free a person if using a dagger, seax, sickle or curved short sword, 4D6 rounds if using another sword or a sword-scythe, or 6D6 if using a Spear weapon, axe, lead-weighted dart or broad-head arrow/bolt.

**"Fear makes the wolf bigger than he is."**

## Land Lizards & Venomous Snakes

**Morning Moon Raptor**

| General | Land L. & Venomous Snakes |
|---|---|
| Size | -7 |
| Weight (lbs) | ≈30 |
| **Skills** | |
| Acrobatics | +5 |
| Fortitude | +0 |
| Stamina | +8 |
| Stealth | +6 |
| Swimming | +4 |
| Tempo | +40 |
| All other skills | +2 |
| **Combat** | |
| Fright mod | +1 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +7 |
| Damage | D3 |
| DV (MI) | +13 |
| HP | 3 |
| Weapon | Natural |

Morning moon raptors are small predatory dinosaurs, running fast and attacking in groups. They tend to hide in the greenery and then attack the unfortunate passersby. They are very aggressive, but will only attack if they are outnumbering their prey, and will flee when they no longer outnumber their prey.

**Toad, Giant**

| General | Land L. & Venomous Snakes |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1000 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +18 |
| Fortitude | +5 |
| Stamina | +8 |
| Swimming | +40 |
| Tempo | +25 |
| All other skills | +2 |
| **Combat** | |
| Fright mod | -7 |
| OV (MÊ) | +10 |
| DV (MÊ) | +14 |
| Dodging | +2 |
| Damage (MÊ) | D6[1] |
| OV (MI) | +8 (Base Range 10') |
| DV (MI) | +8 |
| Damage (MI) | n/a |
| HP | 70 |
| Weapon | Natural |

[1]Test against Poison PL 9 if the giant toad is touched in any way (skin contact). In a mêlée there is normally a chance (1 in a D6 every round) that a character accidentally achieves skin contact with the creature.

Giant toads can jump great distances, up to 30 feet long, and 20 feet high, and if severely injured, a giant toad will most likely try to jump into a bog or lake, and into safety.

They can attack from a distance (up to 80' away!) with their sticky tongues, and drag the victims close to their mouths. If the victim is Tiny (size -5 or less) it will be swallowed whole. If larger, the victim will be exposed to a normal mêlée attack.

**Venomous Snake**

| General | Land L. & Venomous Snakes |
|---|---|
| Size | -10 |
| Weight (lbs) | ≈5 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | -1 |
| Stamina | +8 |
| Stealth | +4 |
| Swimming | +6 |
| Tempo | +10 |
| All other skills | +2 |
| **Combat** | |
| Fright mod | +2 |
| OV (MÊ) | +0 |
| DV (MÊ) | +8 |
| Dodging | +2 |
| Damage | Only poison PL 12 |
| DV (MI) | +16 |
| HP | 1 |
| Weapon | Natural |

Venomous snakes usually only attack if they feel threatened. For the poison to have any effect on the target the venomous snake needs to at least achieve a Near Miss.

When a venomous snake is encountered, it will always surprise attack a randomly picked character in the party, unless spotted in time by him (Perception DD 12). After it has attacked, it will try to get away as fast and stealthily as possibly.

## Bears

All the bears, save the polar bear, are shy (and some times curious) creatures. Only the polar bear is really aggressive, viewing humans as food, and will, as one of very few predators, seek conflict when encountering humans. Other bears usually attack only when they feel threatened, and will avoid contact and conflict with humans when they can.

**Black Bear**

| General | Bears |
|---|---|
| Size | +5 |
| Weight (lbs) | ≈500 |
| **Skills** | |
| Fortitude | +4 |
| Perception | +6 |
| Stamina | +8 |
| Swimming | +6 |
| Tempo | +45 |
| Tracking | +12 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +7 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D6 |
| DV (MI) | +8 |
| HP | 50 |
| Weapon | Natural |

**Brown Bear**

| General | Bears |
|---|---|
| Size | +7 |
| Weight (lbs) | ≈850 |
| **Skills** | |
| Fortitude | +5 |
| Perception | +6 |
| Stamina | +8 |
| Swimming | +6 |
| Tempo | +50 |
| Tracking | +25 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -4 |
| OV (MÊ) | +9 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D8 + 1 |
| DV (MI) | +8 |
| HP | 64 |
| Weapon | Natural |

**Cave Bear**

| General | Bears |
|---|---|
| Size | +9 |
| Weight (lbs) | ≈1400 |
| **Skills** | |
| Fortitude | +6 |
| Perception | +6 |
| Stamina | +8 |
| Swimming | +6 |
| Tempo | +45 |
| Tracking | +25 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -5 |
| OV (MÊ) | +11 |
| DV (MÊ) | +14 |
| Dodging | +2 |
| Damage | D12 |
| DV (MI) | +7 |
| HP | 86 |
| Weapon | Natural |

**Too Tough**

Some of the creatures in MYFAROG will simply be too tough for the player characters to handle when the players start playing the game and their characters (and the players) are inexperienced, so the players shouldn't let their characters expose themselves to danger unless they know that they can handle it, or else their characters will have very short lives. Some of the challenges in MYFAROG are only for experienced and well equipped characters, or for groups of such characters rather than lone heroes.

**"Whatever you do, do with all your might."**

**Polar Bear**

| General | Bears |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1100 |
| **Skills** | |
| Fortitude | +5 |
| Perception | +3 |
| Stamina | +8 |
| Swimming | +25 |
| Tempo | +50 |
| Tracking | +25 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -4 |
| OV (MÊ) | +10 |
| DV (MÊ) | +14 |
| Dodging | +2 |
| Damage | D10 |
| DV (MI) | +8 |
| HP | 74 |
| Weapon | Natural |

## Birds & Winged Lizards

A flying creature can only attack every D6 + 1 rounds whilst flying and must carry out a charge when it does so. See **Charges (Combat Rules)**.

**Boat Beak**

| General | Birds & Winged Lizards |
|---|---|
| Size | +1 |
| Weight (lbs) | ≈200 |
| **Skills** | |
| Fortitude | +3 |
| Perception | +3 |
| Stamina | +8 |
| Tempo | +45 |
| All other skills | +2 |
| **Toughness** | |
| Heat | -1 |
| **Combat** | |
| Fright mod | -1 |
| OV (MÊ) | +3 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D6 |
| DV (MI) | +10 |
| HP | 20 |
| Weapon | Natural |

The boat beak looks like a large wingless bird, with a short neck and a powerful boat-shaped beak. It is larger than a man, often hunts in groups, and sees even human beings as potential meals.

**"Big flies break the web."**

**Eagle, Giant**

| General | Birds & Winged Lizards |
|---|---|
| Size | +4 |
| Weight (lbs) | ≈400 |
| Special Abilities | Eagle's Gaze |
| **Skills** | |
| Fortitude | +4 |
| Perception | +5 |
| Stamina | +8 |
| Tempo | +20 |
| Flying Tempo | +80 |
| All other skills | +2 |
| **Toughness** | |
| Heat | -1 |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +6 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D6 |
| DV (MI) | +9 |
| HP | 40 |
| Weapon | Natural |

Giant eagles are aggressive, predatory and dangerous – even to humans. They will see any creature size -2 or less as a potential meal. The giant eagles make wilderness travel during the day very dangerous for small creatures.

**Owl, Giant**

| General | Birds & Winged Lizards |
|---|---|
| Size | +1 |
| Weight (lbs) | ≈200 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | +3 |
| Perception | +4 |
| Stamina | +8 |
| Tempo | +40 |
| Flying Tempo | +70 |
| All other skills | +2 |
| **Toughness** | |
| Heat | -1 |
| **Combat** | |
| Fright mod | -2 |
| OV (MÊ) | +3 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D4 |
| DV (MI) | +10 |
| HP | 20 |
| Weapon | Natural |

Giant owls are aggressive, predatory and dangerous – even to humans. They will see any creature size -3 or less as a potential meal. The giant owls make wilderness travel during the night very dangerous for very small creatures.

**"A bird in the hand is better than ten birds on the roof."**

### Swan, Giant

| General | Birds & Winged Lizards |
|---|---|
| Size | +1 |
| Weight (lbs) | ≈200 |
| **Skills** | |
| Fortitude | +3 |
| Perception | +4 |
| Stamina | +8 |
| Swimming | +20 |
| Tempo | +30 |
| Flying Tempo | +70 |
| All other skills | +2 |
| **Toughness** | |
| Heat | -1 |
| **Combat** | |
| Fright mod | +4 |
| OV (MÊ) | +3 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D3 |
| DV (MI) | +10 |
| HP | 20 |
| Weapon | Natural |

Giant swans are peaceful creatures, unless attacked.

### Winged Lizard

| General | Birds & Winged Lizards |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈2600 |
| **Skills** | |
| Fortitude | +6 |
| Perception | +6 |
| Stamina | +8 |
| Tempo | +30 |
| Flying Tempo | +60 |
| All other skills | +2 |
| **Toughness** | |
| Heat | 3 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -6 |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D8 + 1 |
| DV (MI) | +6 |
| HP | 101 |
| Weapon | Natural |

The winged lizard looks like (and, on land, walks like) a huge bat with a very long reptile head. Its jaws are lined with razor sharp teeth.

### Disease Spreaders

The bats and rats changed and became giant after living in EtunahaimaR.

**"Prevention is better than cure."**

### Bat, Giant

| General | Disease Spreaders |
|---|---|
| Size | -1 |
| Weight (lbs) | ≈135 |
| **Skills** | |
| Climbing | +6 |
| Flying Tempo | +80 |
| Perception | +4 |
| Stamina | +8 |
| Tempo | +10 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Resistance** | |
| Disease | +10 |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D6[1] |
| DV (MI) | +10 |
| HP | 14 |
| Weapon | Natural |

[1]Cast a D6 the first time the disease spreader at least achieves a Near Miss on its target; if the result is a 1 the target must test his Disease Resistance against a disease (PL 7 + D6).

Giant bats tend to attack from the air, sweep down and strike at their prey, before they fly on. They very rarely land to fight on the ground. Giant bats are very good climbers, and often climb into trees, up steep cliffs or on cave walls.

### Rat, Giant

| General | Disease Spreaders |
|---|---|
| Size | -5 |
| Weight (lbs) | ≈60 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +3 |
| Climbing | +4 |
| Fortitude | +1 |
| Perception | +3 |
| Stamina | +8 |
| Swimming | +10 |
| Tempo | +40 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Resistance** | |
| Disease | +10 |
| **Combat** | |
| Fright mod | +0 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +5 |
| Damage | 1[1] |
| DV (MI) | +12 |
| HP | 6 |
| Weapon | Natural |

[1]Cast a D6 the first time the disease spreader at least achieves a Near Miss on its target; if the result is a 1 the target must test his Disease Resistance against a disease (PL 7 + D6).

The rat is a relatively new species in Thulê, introduced by Arbîs and Khemetians, who brought it as a stowaway in their vessels. The rat brought diseases as well as other problems, but did not turn into a really serious problem until it went into EtunahaimaR and was changed – and came out a few generations later as giant rats: aggressive, hungry, mad and in huge numbers!

**Rat Swarm**

| General | Disease Spreaders |
|---|---|
| Size | +5 (for Tracking purpose only) |
| Weight (lbs) | n/a |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +3 |
| Climbing | +4 |
| Fortitude | +1 |
| Perception | +3 |
| Stamina | +12 |
| Swimming | +10 |
| Tempo | +40 |
| All other skills | +2 |
| **Resistance** | |
| Disease | +10 |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +10 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | 1[1] |
| DV (MI) | +10 |
| HP | D6 * 10 (Immune to Cut/Shock Effect) |
| Weapon | Natural |

[1]Cast a D6 every time the rat swarm at least achieves a Near Miss on its target; if the result is a 1, 2 or 3 the target must test his Disease Resistance against a disease (PL 7 + D6).

The rat is a relatively new species in Thulê, introduced by Arbîs and Khemetians, who brought it as a stowaway in their vessels. Not really dangerous in itself, the rat becomes a problem as a disease spreader, and also when it – driven by some unseen and incomprehensible (alien?) force – suddenly attacks in swarms made up of up to hundreds of individuals!

The rat swarm is immune to cut/shock effects, because making one rat bleed, or knocking one rat down, or killing one rat, doesn't really effect the swarm. Each HP represents a rat, and when down to 10 HP/individuals, the swarm will disperse.

## Boars

The boar is a relatively new species in Thulê, brought there by Khemetians for sale. Their tusks are highly sought after, not least as ivory for ivory scale armour and ivory cap helmets.

Boars are nocturnal creatures, and if encountered during the day, they tend to be hiding in some bushes, waiting for night to fall, so that they can return to the safety of the forest again. They are only dangerous to humans in the sense that they become afraid, and attack in fear – especially if disturbed during the day!

**Giant Boar**

| General | Boars |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈1500 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | +6 |
| Stamina | +8 |
| Swimming | +10 |
| Tempo | +40 |
| Tracking | +8 |
| All other skills | +2 |
| **Toughness** | |
| Heat | 3 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -5 |
| OV (MÊ) | +12 |
| DV (MÊ) | +14 |
| Dodging | +2 |
| Damage | D12 + 1 |
| DV (MI) | +6 |
| HP | 90 |
| Weapon | Natural |

**Boar**

| General | Boars |
|---|---|
| Size | +2 |
| Weight (lbs) | ≈250 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | +3 |
| Stamina | +8 |
| Swimming | +10 |
| Tempo | +40 |
| Tracking | +8 |
| All other skills | +2 |
| **Toughness** | |
| Heat | 1 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -1 |
| OV (MÊ) | +4 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D6 + 1 |
| DV (MI) | +9 |
| HP | 25 |
| Weapon | Natural |

**"After the boar the leech and after the hart the bier."**

## Sea Creatures

### Dolphin

| General | Sea Creatures |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | +3 |
| Perception | +3 |
| Stamina | +8 |
| Swimming | +50 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +6 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | 1 |
| DV (MI) | +10 |
| HP | 16 |
| Weapon | Natural |

A dolphin summoned can drag one individual along through the water, if that individual is able to hold on – in MYFAROG that means he must have at least one hand free and be able to spend 1 SP every minute. If the character has 16+ CHA a dolphin might on its own try to help the character in the manner described above.

### King Lizard

| General | Sea Creatures |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈120000 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | +6 |
| Perception | +3 |
| Stamina | +8 |
| Swimming | +45 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 3 |
| **Combat** | |
| Fright mod | -5 |
| OV (MÊ) | +12 |
| DV (MÊ) | +14 |
| Dodging | +1 |
| Damage | 9D6 |
| DV (MI) | +6 |
| HP | 1275 |
| Weapon | Natural |

The king lizard is a giant sea creature, looking like a cross between a giant fish and a giant crocodile, feeding on all other creatures in the sea, including swimming humans -- and even small fishing boats. Avoid at all cost!

**"Straight ahead is always shortest, but not always best."**

### Turtle, Giant

| General | Sea Creatures |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1100 |
| Special Abilities | Night Vision |
| **Skills** | |
| Fortitude | +5 |
| Stamina | +4 |
| Swimming | +45 |
| Tempo | +10 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 3 |
| **Combat** | |
| Fright mod | +2 |
| OV (MÊ) | +10 |
| DV (MÊ) | +14 |
| Dodging | +2 |
| Damage | D8 + 1 |
| DV (MI) | +8 |
| HP | 74 |
| Weapon | Natural |

A giant turtle summoned can carry up to 432 lbs on its back in the water, including passengers. See the skill Riding. A giant turtle carrying a rider can not attack. If the character has 16+ CHA a giant turtle might on its own try to help the character in the manner described above.

## Dogs, Hyenas & Wolves

Wolves are, generally speaking, very shy and only attack humans if they feel threatened, but wild dogs, hyaenodons (who look like a mix between a giant rat and a giant wolf), ruler wolves (who look like big wolves with extremely big heads and jaws), cave hyenas and giant hyenas can be very aggressive, fearless and dangerous to humans they encounter.

### Cave Hyena

| General | Dogs, Hyenas & Wolves |
|---|---|
| Size | +2 |
| Weight (lbs) | ≈250 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | +3 |
| Perception | +6 |
| Stamina | +8 |
| Tempo | +50 |
| Tracking | +15 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -1 |
| OV (MÊ) | +4 |
| DV (MÊ) | +11 |
| Dodging | +2 |
| Damage | D6 |
| DV (MI) | +10 |
| HP | 25 |
| Weapon | Natural |

**"Shame is worse than death."**

### Hyena, Giant

| General | Dogs, Hyenas & Wolves |
|---|---|
| Size | +5 |
| Weight (lbs) | ≈500 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | +4 |
| Perception | +6 |
| Stamina | +8 |
| Tempo | +55 |
| Tracking | +15 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +7 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D6 + 1 |
| DV (MI) | +8 |
| HP | 50 |
| Weapon | Natural |

Packs of giant hyenas long kept movement across the plains of the more southerly continents to their northern shores close to impossible for men, and this ensured that for a very long time nobody else ever ventured as far north as Thulê, but the end of the Ice Age and the coming of more forests everywhere have proved to be a great challenge for the giant hyenas. It is slowly giving in to more successful forest predators, such as the wolf, and might well soon be extinct.

### Hyaenodon

| General | Dogs, Hyenas & Wolves |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1100 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | +5 |
| Perception | +9 |
| Stamina | +8 |
| Swimming | +6 |
| Tempo | +55 |
| Tracking | +15 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -4 |
| OV (MÊ) | +10 |
| DV (MÊ) | +14 |
| Dodging | +2 |
| Damage | D6 + 1 |
| DV (MI) | +7 |
| HP | 74 |
| Weapon | Natural |

The hyaenodon looks like a 10 feet long mix between a giant rat and a giant wolf.

**"Dog does not eat dog."**

### Ruler Wolf

| General | Dogs, Hyenas & Wolves |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈2600 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | +6 |
| Perception | +6 |
| Stamina | +8 |
| Swimming | +6 |
| Tempo | +55 |
| Tracking | +33 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -5 |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D8 + 1 |
| DV (MI) | +6 |
| HP | 101 |
| Weapon | Natural |

Ruler wolves look like big wolves with extremely big heads and jaws. The head is so big that it makes up almost half the entire length of the animal.

### Wild Dog

| General | Dogs, Hyenas & Wolves |
|---|---|
| Size | -4 |
| Weight (lbs) | ≈70 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | +1 |
| Perception | +9 |
| Stamina | +8 |
| Swimming | +9 |
| Tempo | +50 |
| Tracking | +30 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +2 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +4 |
| Damage | D2 |
| DV (MI) | +11 |
| HP | 7 |
| Weapon | Natural |

The wild dog is hated by wolves, and killed on sight by them. It is highly aggressive, and when fighting in packs a formidable foe.

**"He who becomes a sheep will be eaten by the wolf."**

**Wolf**

| General | Dogs, Hyenas & Wolves |
|---|---|
| Size | -2 |
| Weight (lbs) | ≈110 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Perception | +9 |
| Stamina | +8 |
| Swimming | +9 |
| Tempo | +55 |
| Tracking | +33 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +1 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D4 |
| DV (MI) | +10 |
| HP | 11 |
| Weapon | Natural |

## Cats

The leopard and the cave lion are relatively new species in Thulê, originally brought there by Khemetians for sale.

The lynx is a very shy creature, and even only a few Rangers have ever seen one in the wild, but the other cats living in Thulê can be very aggressive and the Smilodon even see humans as a source of food.

**Lynx**

| General | Cats |
|---|---|
| Size | -3 |
| Weight (lbs) | ≈90 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +10 |
| Climbing | +6 |
| Perception | +5 |
| Stamina | +8 |
| Stealth | +9 |
| Swimming | +10 |
| Tempo | +50 |
| Tracking | +12 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +2 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +3 |
| Damage | D3 |
| DV (MI) | +11 |
| HP | 9 |
| Weapon | Natural |

**"Good habits result from resisting temptation."**

**Cave Lion**

| General | Cats |
|---|---|
| Size | +4 |
| Weight (lbs) | ≈400 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +3 |
| Climbing | +6 |
| Fortitude | +4 |
| Perception | +6 |
| Stamina | +8 |
| Stealth | +9 |
| Swimming | +10 |
| Tempo | +50 |
| Tracking | +12 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -2 |
| OV (MÊ) | +6 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D6 |
| DV (MI) | +9 |
| HP | 40 |
| Weapon | Natural |

**Leopard**

| General | Cats |
|---|---|
| Size | -1 |
| Weight (lbs) | ≈130 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +5 |
| Climbing | +3 |
| Perception | +9 |
| Stamina | +8 |
| Stealth | +9 |
| Swimming | +10 |
| Tempo | +60 |
| Tracking | +12 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +1 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D4 |
| DV (MI) | +10 |
| HP | 13 |
| Weapon | Natural |

**"Rather suffer for the truth than be rewarded for lies."**

**Smilodon**

| General | Cats |
|---|---|
| Size | +4 |
| Weight (lbs) | ≈400 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +5 |
| Climbing | +3 |
| Fortitude | +4 |
| Perception | +6 |
| Stamina | +8 |
| Stealth | +9 |
| Swimming | +10 |
| Tempo | +50 |
| Tracking | +12 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | -2 |
| OV (MÊ) | +6 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D6 + 1 |
| DV (MI) | +9 |
| HP | 40 |
| Weapon | Natural |

## Riding & Grazing Animals

**Pack Horse/Riding Horse**

| General | Riding & Grazing Animals |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1100 |
| **Skills** | |
| Acrobatics | +5 |
| Fortitude | +5 |
| Stamina | +18 |
| Swimming | +10 |
| Tempo | +50/55 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +8 |
| OV (MÊ) | +4 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D4 |
| DV (MI) | +7 |
| HP | 74 |
| Weapon | Natural |

Pack horses can not carry riders. A horse needs rest about every 20 miles of travel and must eat around 25 lbs of fodder each day. A pack horse can carry a rider if summoned. See the spell Summon Creature.

**"Worthless is the advice of fools."**

**Unicorn**

| General | Riding & Grazing Animals |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1100 |
| **Skills** | |
| Acrobatics | +5 |
| Fortitude | +5 |
| Perception | +6 |
| Stamina | +18 |
| Swimming | +12 |
| Tempo | +60 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +7 |
| OV (MÊ) | +5 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D6 |
| DV (MI) | +7 |
| HP | 74 |
| Weapon | Natural |

The unicorn automatically knows the favourite deity of humans and demi-humans it meets, and will not willingly allow others than Religious characters with Manan or BalðuR as favourite deities (or, if Alignment is used, by *any* characters with Selenic of Apollonian alignment) to touch or ride it. Anyone who touches a unicorn will automatically be cured of all diseases, all poisons will be neutralised, he will regain his speech (if lost due to the Resurrection spell) and all damaged character attributes will be restored.

## Game

Large wild (i. e. not domesticated) animals such as auroch, bison, deer, elk, megaloceros (giant deer) and such are in MYFAROG simply described as "large game", medium sized wild animals such as roe deer and reindeer are defined as "medium game", and small wild animals such as hare, all birds and rabbit are defined as "small game". If game is hunted for blood (for runes) the myth master should always let the player characters find the animal they are looking for when they encounter game if they cast 5 or 6 on a D6, and some other animal if they cast 1 to 4. If the large or small game is summoned (see the spell Summon Creature) the spell-caster can summon an animal of his choice.

**Large Game**

| General | Game |
|---|---|
| Size | +8 |
| Weight (lbs) | ≈1000 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | +5 |
| Perception | +6 |
| Stamina | +8 |
| Swimming | +10 |
| Tempo | +50 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |

| Combat | |
|---|---|
| Fright mod | +2 |
| OV (MÊ) | +4 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D4 |
| DV (MI) | +7 |
| HP | 70 |
| Weapon | Natural |

**Medium Game**

| General | Game |
|---|---|
| Size | -5 |
| Weight (lbs) | ≈60 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | +1 |
| Perception | +6 |
| Stamina | +8 |
| Swimming | +10 |
| Tempo | +50 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +8 |
| OV (MÊ) | +0 |
| DV (MÊ) | +10 |
| Dodging | +5 |
| Damage | D2 |
| DV (MI) | +12 |
| HP | 6 |
| Weapon | Natural |

**Small Game**

| General | Game |
|---|---|
| Size | -10 |
| Weight (lbs) | ≈5 |
| Special Abilities | Night Vision |
| **Skills** | |
| Acrobatics | +4 |
| Fortitude | -1 |
| Perception | +6 |
| Stamina | +8 |
| Swimming | +10 |
| Tempo | +25 |
| All other skills | +2 |
| **Toughness** | |
| Physical | 1 |
| **Combat** | |
| Fright mod | +11 |
| OV (MÊ) | +0 |
| DV (MÊ) | +10 |
| Dodging | +10 |
| Damage | 0[1] |
| DV (MI) | +14 |
| HP | 1 |
| Weapon | Natural |

[1]Small game can never inflict more than 1 in damage to their targets, no matter how well they hit.

**"A bee does not touch a withered flower."**

## Elves & Nymphs

Characters need to wear some sort of mask in order to see light elves and nymphs (but not dark elves). This can be everything from a physical mask, the spells Mask or Moss Mask, an armour made from a totem animal, a helmet with facial protection, to ashes or paint smeared on the face.

**LIGHT ELF:** The enchantingly beautiful, fair and blue-, sharp green- or gray-eyed light elves are all female spirits existing in a spirit realm known as AlbahaimaR (the home of the deity FraujaR) or in the burial mounds. There they spend most of their time singing beautiful songs, playing beautiful music and dancing – all to remember what once was. Sometimes, they are seen in the human realm as white light in the meadows or emanating from the burial mounds, or as Northern Lights. They can not be harmed by anything human outside of AlbahaimaR (where they are physical). They are immune to sleep.

Men can gain access to AlbahaimaR by asking a deity for the favour (spell) Trojan Horse (to AlbahaimaR in Alinnôss).

When light elves die in the human realm they vanish in thin air and quickly (in D6 rounds) leave a field of beautiful meadow flowers, where they were killed. The light elves are often called angels (Greek "messengers") because they are often used as messengers by the deities.

Blood from light elves for use with runes must be collected in AlbahaimaR.

**Light Elf**

| General | Elves & Nymphs |
|---|---|
| Size | -2 |
| Weight (lbs) | ≈110 |
| Special Abilities | Night Vision, Eagle's Gaze |
| **Skills** | |
| Crafts | +6 |
| Dancing | +7 |
| Fortitude | +5 |
| Rune Lore | +4 |
| Singing | +7 |
| Stamina | +8 |
| Stealth | +4 |
| Swimming | +10 |
| Tempo | +35 |
| World Lore | +6 |
| All other skills | +2 |
| **Toughness** | |
| Heat | 3 |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | +6 |
| OV (MÊ) | +2 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage (MÊ) | Weapon |
| OV (MI) | +5 |
| DV (MI) | +11 |
| Damage (MI) | Weapon |
| HP | 11 |
| Weapon | Weapon |

[1]Can only be injured by enchanted weapons.

**ELF QUEENS**: every group of elves has a queen, a wiser and even more beautiful elf maiden.

**Elf Queen**

| General | Elves & Nymphs |
|---|---|
| Size | -2 |
| Weight (lbs) | ≈110 |
| Special Abilities | Night Vision, Eagle's Gaze |
| **Skills** | |
| Crafts | +7 |
| Dancing | +8 |
| Fortitude | +7 |
| Perception | +3 |
| Rune Lore | +7 |
| Singing | +8 |
| Stamina | +8 |
| Stealth | +5 |
| Swimming | +10 |
| Tempo | +35 |
| World Lore | +7 |
| All other skills | +2 |
| **Toughness** | |
| Heat | 3 |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | +1 |
| OV (MÊ) | +5 + 1 (Enchanted) |
| DV (MÊ) | +15 + 1 (Enchanted) |
| Dodging | +2 |
| Damage (MÊ) | Weapon + 1 (Enchanted) |
| OV (MI) | +7 + 1 (Enchanted) |
| DV (MI) | +11 |
| Damage (MI) | Weapon + 1 (Enchanted) |
| HP | 22 |
| Weapon | Enchanted Weapon |

[1]Can only be injured by enchanted weapons.

Knows and can cast *four times each day* the following spells: *Charm, Mind Control, Paralyze, Silence, Sorcerous Sleep, Summon Creature (Animated Vine, Game).*

**NYMPH**: The enchantingly beautiful nymphs (Greek "brides") are female natural spirits in semi-physical form. The nymphs came in the origin of time from the deity NerþuR, and just like the light elves are used as messengers by the deities the nymphs are their servants and guardians, guarding the purity of nature. A nymph will die if someone steals even just a single hair from her head. All nymphs are immune to sleep. Their blood is pure water.

An oread (mountain nymph) can not move more than 100' away from her mountain without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Oreads have greyish skin, grey eyes and long grey hair with moss in it. The body of a killed oread will turn to moss.

A nereid (sea nymph) can not move more than 100' away from the sea without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Nereids can breathe under water, they have bluish skin, blue eyes and long bluish hair with seaweed in it. She often rides on a dolphin or some other sea creature. The body of a killed nereid will turn to seaweed.

A naiad (water nymph) can not move more than 100' away from her river or source without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Naiads can breathe under water, they have greenish skin, sharp green eyes and long green hair with sea lilies in it. The body of a killed naiad will turn to green algae and mud.

A dryad/hamadryad (wood nymph/tree nymph) can not move more than 100' away from her forest/tree without taking injury; she will lose D6 HP (at the beginning of) every hour she is further away than this. Dryads/hamadryads have brownish and bark-looking (but soft) skin, sharp green eyes and long brown hair with oak leaves in it. The body of a killed dryad will turn to rotten wood and fallen leaves.

Mountains, seas, lakes, woods and individual trees in Thulê (but not in EtunahaimaR!) automatically summon or "produce" nymphs when they grow sufficiently old; 500 years or maybe 5000. Only the spirits know. Most temples in Thulê have nymphs guarding them.

**Nymph**

| General | Elves & Nymphs |
|---|---|
| Size | -3 |
| Weight (lbs) | ≈90 |
| Special Abilities | Night Vision, Eagle's Gaze |
| **Skills** | |
| Climbing | +5 |
| Fortitude | +5 |
| Stamina | +8 |
| Stealth | +4 |
| Swimming | +20 |
| Tempo | +35 |
| All other skills | +2 |
| **Toughness** | |
| Cold | 3 |
| **Combat** | |
| Fright mod | +8 |
| OV (MÊ) | +1 |
| DV (MÊ) | +11 |
| Dodging | +3 |
| Damage | 1 |
| DV (MI) | +11 |
| HP | 9 |
| Weapon | Natural |

**DARK ELF**: The horribly ugly dark elves dwell in a dark underground realm, Gemahlewa, where they spend most of their time mining for precious metals and gems, and where they craft fantastic items in vast forges. Human beings can gain access to Gemahlewa by asking for Trojan Horse as a favour from HaimadalþaR (see the spell Trojan Horse) – or they can track or follow a dark elf when he enters through one of the many secret entrances to Gemahlewa. The dark elves are also known as (pluralis) *dvergar* ("dwarves"), because they live underground. The name (singularis) *dvergr* (feminine form *dyrgjâ*) translates as "door opening in the ground", a name they have acquired because whenever men encounter these shy dark elves they tend to disappear into an opening in the ground.

The dark elves were originally disgusting worm-like creatures crawling inside the body of WumîaR, but they were changed by the deities, to serve them as craftsmen. They are nourished by the heat generated by the Earth's molten core, and ignite and burn to ashes if exposed to direct Sunlight for one round. They have no gender, but look like males (because they have facial hair resembling human beards).

Dark elves are immune to sleep, have white eyes, are pale like corpses and have long but very thin white hair and wispy beards. When they are killed their bodies quickly (in D6 rounds) wither away and leave a field of poisonous fungi (poison PL 15, if eaten) where their bodies fell to the ground.

**Dark Elf (Dwarf)**

| General | Elves & Nymphs |
|---|---|
| Size | -3 |
| Weight (lbs) | ≈90 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Crafts | +9 |
| Mechanics | +4 |
| Perception | +1 |
| Rune Lore | +4 |
| Stamina | +8 |
| Stealth | +3 |
| Swimming | -4 |
| Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Cold | 3 |
| Electricity | -1 |
| Heat | 3 |
| Physical | Armour + 2 |
| **Combat** | |
| Fright mod | +2 |
| OV (MÊ) | +2 |
| DV (MÊ) | +12 |
| Dodging | +3 |
| Damage (MÊ) | Weapon |
| OV (MI) | +4 |
| DV (MI) | +11 |
| Damage (MI) | Weapon |
| HP | 9 |
| Weapon | Weapon |

**DWARF LORD**: Some of the dark elves are more powerful than others, and are seen as the rulers amongst them. These mighty dwarves are called dwarf lords.

**Dwarf Lord**

| General | Elves & Nymphs |
|---|---|
| Size | -3 |
| Weight (lbs) | ≈90 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Crafts | +10 |
| Fortitude | +3 |
| Mechanics | +7 |
| Perception | +1 |
| Rune Lore | +7 |
| Stamina | +8 |
| Stealth | +3 |
| Swimming | -4 |
| Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Cold | 3 |
| Electricity | -1 |
| Heat | 3 |
| Physical | Armour + 2 + 1 (Enchanted) |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +5 + 1 (Enchanted) |
| DV (MÊ) | +15 + 1 (Enchanted) |
| Dodging | +3 |
| Damage | Weapon + 1 (Enchanted) |
| OV (MI) | +5 + 1 (Enchanted) |
| Damage (MI) | Weapon + 1 (Enchanted) |
| DV (MI) | +11 |
| HP | 18 |
| Weapon | Enchanted Weapon |

**Dwarf Speech**

Some times, if you shout into the openings in the ground (which the dark elves often escape into when they see men) you shout into Gemahlewa, a huge underground world so vast your voice causes an acoustic phenomenon known as an echo. Because of this an echo is in Thulê known as "Dwarf Speech".

**Light Elves & Dark Elves**

There is no actual relation between the light elves and the dark elves, save in the name elf and the fact that they both serve the deities in some way. The name elf translates as "white", from proto-Thulêan *alba-*, and in the case of the light elves it refers to their innocence, purity and the white dresses they wear, but in relation to the dark elves it refers to their white eyes, white hair and beards and their pale skin. The light elves live in the light, in the Aurora Borealis, in AlbahaimaR, so they are light elves, and the dark elves live in the dark underground realm of Gemahlewa, so they are dark elves.

## Animated Objects

**ANIMATED VINE**: Animated vines are plants animated by means of sorcery. They attack with whipping branches and try to strangle everyone they manage to entangle. Anyone hit by a branch must test Dodging against DD 12 or be entangled. Anyone entangled suffers from a -4 mod to all skills (but not to character attributes!) whilst slowly being crushed to death, meaning the target will lose 1 SP every round until dead. To get free, the entangled individual can test his Str against DD 12 each round. The animated vine can entangle as many as three individuals at once, will drop those who are dead and entangle other targets instead if there are more than three individuals attacking it. An animated vine can (1-2 in a D6) drop (randomly chosen) entangled victims when hit and damaged – to simulate that the attackers are cutting off or breaking the branches holding the entangled victim. An animated vine is very hard to hit with missile weapons.

**"No man was ever wise by chance."**

**Animated Vine**

| General | Animated Objects |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| **Skills** | |
| Fortitude | +3 |
| Perception | +0 |
| Stamina | n/a |
| Tempo | +10 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +1 |
| Damage | D2 |
| DV (MI) | +20 |
| HP | 16 |
| Weapon | Natural |

**CURSED TREE**: Some times ancient trees turn bad and get an ill will of their own. Having seen so many of their fellow trees be mindlessly cut down, they have started to defend themselves and their forests, by attacking those who cut down the trees, in other words against all kinds of men (except Rangers and Wood Elves). The cursed trees are all ancient, twisted and unnatural looking trees.

The cursed tree can be found in deep forests, surrounded by other trees, making them hard to see from a distance (max 50'). Anyone who sees a cursed tree might (Perception DD 8 and then World Lore DD 14) recognize it as a cursed tree in time to avoid coming in reach of its spell. If he fails to recognize it as a cursed tree, he will (if in sight of the tree) be drawn towards it (Wil DD 12 to resist) and then fall asleep (Wil 9 every half minute/6 rounds to resist) on its roots (a Semi-Success means the character does not fall asleep, but can not attack either). The roots will quickly grow small shots into sleeping bodies and will start to drain them of all their blood (1 HP each round), until they are dead or rescued.

Note that Rangers and Wood Elves will *not* be drawn to the cursed tree, nor will Rangers fall asleep because of it, unless they try to chop down the tree! Animals, Animated Objects and Trolls (but not Ettins) will be ignored by the cursed trees.

A cursed tree can not be attacked normally, but can be chopped down by characters that have not fallen asleep. The damage inflicted upon the tree is determined by the weapon used and (for axes) by the Str of the character wielding it.

A character normally able to attack multiple times per round, will also be able to attack the cursed tree multiple times per round.

**"A man of gladness seldom falls into madness."**

| Melée Weapon Used | Damage (per attack) |
|---|---|
| Battle axe, long | D6 + Str |
| Battle axe, short | D4 + Str |
| Battle glove | 0 |
| Club | 0 |
| Hatchet | D6 + Str |
| Sling | 0 |
| Staff | 0 |
| Throwing Axe | D4 + Str |
| Woodman's Axe | D10 + 1 + Str |
| Unarmed | 0 |
| All other weapons/saw | 1 |

**Cursed Tree**

| General | Animated Objects |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈4500 |
| **Skills** | |
| Fortitude | +6 |
| Stamina | n/a |
| Tempo | n/a |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Heat | -1 |
| Physical | (See description) |
| **Combat** | |
| Fright mod | -7 |
| Damage | 1 per round for those sleeping on its roots |
| DV (MI) | +6 |
| HP | 120 |

**STONE GUARDIAN** (*alias* Sphinx or Vörðr): Stone Guardians are very powerful statues (or rock carvings) animated by means of sorcery. They can be everything from a small and crude stone figure to a huge and beautiful stone statue, or a rock carving into the bedrock itself, and they are built near special entrances to stop certain (i. e. most) people from entering. Only those who know the right password or who is of this or that kin or wields this or that sacred weapon, and so forth, can enter, and the rest will suffocate and die if they try to enter. Because of this most men who encounters a Stone Guardian will flee rather than test their fate against it.

Some Stone Guardians fall apart and crumble to dust when the riddle is solved or when a person is for some other reason allowed to enter, but others seem to remain and keep on guarding their entrances for all eternity.

There are no known means to destroy a guardian other than solve the riddle or fulfil the other requirements to be allowed entrance. Any characters trying to physically destroy a Stone Guardian will also suffocate and die. It is easy (DD 8 World Lore) to know this. Because of this there is no need for all the creature's game statistics.

See the spell Create Stone Guardian.

**"Better an empty pouch than wrongly gotten gold."**

**Stone Guardian**

| General | Animated Objects |
|---|---|
| Size | n/a |
| **Toughness** | |
| Cold | Immune |
| Electricity | Immune |
| Heat | Immune |
| Physical | Immune |
| **Combat** | |
| Fright mod | -7 |
| HP | Immune |

## Trolls

Troll creatures, or just trolls ("sing", "trill"), are malevolent spirits who by means of sorcery have possessed dead bodies, or they are restless spirits who continue to work in the world of the living even after death. They continue to exist between the states of life and death, where most or just some parts of the dead have passed on to another world, and the rest is left. There are two types of trolls; the corporeal and the incorporeal. All trolls are destroyed if exposed to direct Sunlight in one round, and are then turned to either lifeless bodies or dust (if corporeal) or they vanish into thin air with a light flash (if incorporeal). Corporeal trolls sink and are destroyed if they are completely submerged in water. Troll creatures (with the exception of the hulda) are not affected by Cut/Shock effect, meaning they can not bleed, become stunned, fall unconscious *et cetera*. They (except the hulda) are never naturally afraid (i. e. they don't need to test for morale) and they never grow tired. See the spell Troll Fear.

Most trolls attack by draining energy from their targets. The targets must test their Fortitude against a DD and must succeed or lose a number of SP. A Critical Failure means the target loses double the amount of SP. Corporeal trolls must physically hit the target (and at least achieve a Near miss) to drain him, but the incorporeal trolls can drain their targets (all at the same time) as long as they are within 150' of the troll and in sight of the troll. Armour provides no protection against draining.

### Corporeal Trolls

**WIGHT**: Wights are dead human bodies possessed by malevolent spirits, who take over the bodies of others when they can. If they find no dead bodies they will seek the living and kill them to possess their bodies as well. They haunt graveyards and catacombs in search of bodies to possess. When killed by a wight the dead becomes a wight himself within D6 rounds. In addition to damage from the claws of the Wight, if the target suffers damage it can also be energy drained and must test Fortitude against DD 14 or lose D8 SP.

**"Who today was a warrior of might, can tomorrow be a mindless wight."**

**Wight**

| General | Corporeal Trolls |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Fortitude | +3 |
| Stamina | n/a |
| Swimming | n/a |
| Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Armour |
| **Combat** | |
| Fright mod | -6 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +1 |
| Damage | $D3^{1/2}$ |
| DV (MI) | +10 |
| HP | 31 |
| Weapon | Natural |

[1]And D8 energy drain (DD 14).

[2]Cast a D6 the first time the wight at least achieves a Near Miss on its target; if the result is 1 or 2 the target must test his Disease Resistance against a disease (PL 7 + D6).

**WARRIOR WIGHT**: the warrior wight is created when a malevolent spirit possesses the body of a mighty warrior (level 10+). It is otherwise like a normal wight.

**Warrior Wight**

| General | | Corporeal Trolls | | | |
|---|---|---|---|---|---|
| Size | | +1 | | | |
| Weight (lbs) | | ≈200 | | | |
| Special Abilities | | Ettin Eyes | | | |
| **Skills** | | | | | |
| Fortitude | | +5 | | | |
| Stamina | | n/a | | | |
| Swimming | | n/a | | | |
| Tempo | | +35 | | | |
| All other skills | | +2 | | | |
| **Toughness** | | | | | |
| Cold | | Immune | | | |
| Physical | | 4 (Mail Shirt & Cap) | | | |
| **Combat** | | | | | |
| Fright mod | | -7 | | | |
| OV (MÊ) | | +5 + 1 Shield | | | |
| DV (MÊ) | | +15 + 1 Shield | | | |
| Dodging | | +1 | | | |
| Damage | | $D6^{1/2}$ or Weapon | | | |
| DV (MI) | | +10 + 1 Shield | | | |
| HP | | 35 | | | |
| Weapon | | Natural or Enchanted Weapon | | | |
| **Weapons** | **Damage** | **DV** | **Cut/Shock** | **Initiative** | **Range** |
| Short Sword | D8 | -1 | -2/+2 | +0 | - |
| **Shield (+1 OV)** | **DV MÊ** | **DV MI** | | **MS** | |
| Small Wooden | +1 | +1 | | -2 | |
| **Armour** | | **AV** | **MS** | | |
| Iron Mail Shirt | | 3 | - | | |
| Cap (-1 Perception/MI) | | 1 | - | | |

[1]And D12 energy drain (DD 16).

[2]Cast a D6 the first time the wight at least achieves a Near Miss on its target (with natural weapon *or* the weapon); if the result is 1 or 2 the target must test his Disease Resistance against a disease (PL 7 + D6).

**HULDA & ANCIENT HULDA**: The huldas came to be when women visited Haljô in HaljôhaimaR; they were lured in there by Haljô and when they were released back into the world of the living they were changed. Many believe they were created by Haljô as a protest against the other deities, for locking her up in the dark and cold world of the dead. A hulda can, at will, appear much less threatening to others. A hulda drinks the blood of humans and demi-humans. She receives Blood Points (BP) equal to the Cha of the victim for every SP she drains (drinks) from her victim. A victim with a Cha of only +0 or less will not give her any BP – meaning she will not bother drinking his blood to start with. She needs her BP to remain awake, and can have no more than 28 BP. She loses 1 BP automatically (at Sunrise) every day and must thus drink blood quite often to stay awake. If she has no BP left she will fall into a coma. If she falls into a coma she will wake up for 3D6 minutes every time she smells human blood (with her Troll Nose), before she (if she is unable to gain some BP from this) falls back into a coma (and she will not wake up again before the next night). The hulda sucks the life force from her victims, so in addition to losing SP when she drains blood the victim will also grow one month older for every SP drained.

The hulda has a special ability, Allure, which can only be used against one individual at the time, and this individual must be within 100' of the hulda and in her field of vision. To resist Allure the target must test his Fortitude against DD 18. He who fails to resist her will be lured back to her lair, where she will drink his blood, usually until he is unconscious. He will then be carried off to some place far from her lair, and will be abandoned there. He will wake up when he has regained enough SP (from resting) to become conscious, and will have no memory of what has happened to him.

A female human or demi-human allured three times under the same Moon (i. e. 28 days) will become inexplicably sick and die within D6 days. She will then become a hulda herself under her creator's dominance. See the spell Create Hulda. A male human or demi-human allured three times under the same Moon (i. e. 28 days) will also become inexplicably sick and die within D6 days. He will then return as a Wight with no will of his own (meaning it is game over if this happens to a male character). Only females can become huldas.

The huldas usually live in deep and dark forests and are, when seen from a distance, often mistaken for light elves, because they are often very beautiful (and even more so than they were when alive [Remember that only those with a positive Cha are bitten in the first place]). The hulda can also be found in human settlements sometimes, where she can live in dark streets close to her source of nourishment.

A female character who becomes a hulda will gain some modifications to her character attributes.

| Character attribute | Hulda mod |
|---|---|
| CHA | +D6 - 2 |
| DEX | +1 |
| STR | +1 |
| WIL | +1 |

| Other effects |
|---|
| She gains the ability to Allure |
| She gains the ability to at will appear much less threatening (Fright mod +6) to others |
| She will no longer grow or age. Only her hair and nails will grow from now on |
| HP + 15 |
| Heat Toughness -1 |
| She gains Acrobatics, Climbing and Stealth as Character Role skills, regardless of her Character Role. |

A hulda will no longer gain any favour with the deities (not even with Haljô, who is not sympathetic). If a Sorcerer she will no longer be able to learn or cast any spells, unless she is a Sorcerer with earth (♣) as a speciality, in which case she can continue to learn and cast spells normally.

When the hulda was created, the spirit of the dead woman was sent to Alinnôss to be evaluated by TîwaR, but her mind remained on Earth, in the still partly functioning body. When a hulda is destroyed her mind too will be sent to Alinnôss for an evaluation and to be purified, and will then be sent back to Earth, along with a new spark (spirit) from Alinnôss. The body turns to earth or – if the hulda was very old – to dust. Her shadow will be sent to HaljôhaimaR.

Some of the Huldas have existed since ancient times, and are more powerful and knowledgeable than normal Huldas. These are called ancient huldas.

**Hulda**

| General | Corporeal Trolls |
|---|---|
| Size | -2 |
| Weight (lbs) | ≈110 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +4 |
| Climbing | +4 |
| Stamina | +8 |
| Stealth | +6 |
| Swimming | n/a |
| Tempo | +35 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Armour |
| **Combat** | |
| Fright mod | -4 (+6) |
| OV (MÊ) | +3 |
| DV (MÊ) | +13 |
| Dodging | +3 |
| Damage | D3 |
| OV (MI) | +3 |
| DV (MI) | +11 |
| Damage (MI) | Weapon |
| HP | 26 |
| Weapon | Natural |

**"You can not kill what is already dead".**

**Ancient Hulda**

| General | Corporeal Trolls |
|---|---|
| Size | -2 |
| Weight (lbs) | ≈110 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +5 |
| Climbing | +5 |
| Fortitude | +4 |
| Rune Lore | +5 |
| Stamina | +7 |
| Stealth | +9 |
| Swimming | n/a |
| Tempo | +35 |
| World Lore | +5 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Armour |
| **Combat** | |
| Fright mod | -5 (+6) |
| OV (MÊ) | +5 |
| DV (MÊ) | +15 |
| Dodging | +3 |
| Damage (MÊ) | D6 |
| OV (MI) | +5 |
| DV (MI) | +11 |
| Damage (MI) | Weapon |
| HP | 37 |
| Weapon | Natural |

Knows and can cast *two times each day* the following spells: *Create Hulda, Create Nâr, Create Wight, Curse, Shadow (Hood of HadnuR), Malaria, Mask, Poison, Sorcerous Shape* (usually bat shape), *Summon Creature* (Giant Rat, Rat Swarm [PL 1]) and *Troll Fear*.

NÂR (*alias* Walking Dead): The nâir (pl.) are thoughtless, spiritless corpses serving others, or they have for unknown reasons just been created to kill randomly. The nâir are the bodies of the dead, still partly working in the world of the living.

"Death is often the best healer."

"Good blood will never lie."

**Nâr**

| General | Corporeal Trolls |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Fortitude | +3 |
| Perception | +0 |
| Stamina | n/a |
| Swimming | n/a |
| Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Armour |
| **Combat** | |
| Fright mod | -6 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +0 |
| Damage | Weapon[1] |
| DV (MI) | +10 |
| HP | 31 |
| Weapon | Weapon |

[1]Cast a D6 the first time the nâr at least achieves a Near Miss on its target; if the result is 1 or 2 the target must test his Disease Resistance against a disease (PL 7 + D6).

**SKELETON:** When the nâir become very old and all the flesh rots away from their bodies, they turn into skeletons. Very old corpses too become skeletons, when created, rather than nâir. See the spell Create Nâr.

**Skeleton**

| General | Corporeal Trolls |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈80 |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Fortitude | +3 |
| Perception | +0 |
| Stamina | n/a |
| Swimming | n/a |
| Tempo | +40 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Heat | 3 |
| Physical | Armour[1] |
| **Combat** | |
| Fright mod | -3 |
| OV (MÊ) | +3 |
| DV (MÊ) | +11 |
| Dodging | +2 |
| Damage | Weapon |
| DV (MI) | +15 |
| HP | 23 |
| Weapon | Weapon |

[1]Physical Toughness is -1 against Concussion Weapons, Slings and damage taken from falling.

"The wolf and the dog do not play together."

**ANCIENT SKELETON**: Some skeletons were made in long forgotten ages, from the bones and bodies of mighty men.

**Ancient Skeleton**

| General | Corporeal Trolls |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈80 |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Fortitude | +4 |
| Perception | +0 |
| Stamina | n/a |
| Swimming | n/a |
| Tempo | +40 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Heat | 3 |
| Physical | Armour[1] |
| **Combat** | |
| Fright mod | -5 |
| OV (MÊ) | +6 |
| DV (MÊ) | +16 |
| Dodging | +2 |
| Damage | Weapon |
| DV (MI) | +15 |
| HP | 31 |
| Weapon | Weapon |

[1]Physical Toughness is -1 against Concussion Weapons, Slings and damage taken from falling.

## Incorporeal Trolls

Characters (other than Wood Elves) need to wear some sort of mask in order to see incorporeal trolls. This can be everything from a physical mask, the spells Mask or Moss Mask, an armour made from a totem animal, a helmet with facial protection, to ashes or paint smeared on the face.

**GHOST**: Ghosts are vengeful individuals who because of their strong antipathies remain in the world of the living even after death, to haunt and torment the living (or someone in particular). Ghosts can cast the spell Telekinesis every 6 rounds with a proficiency of +8. If ghosts are destroyed they will return the following Sunset. They do not go away permanently until the wrong that made them so angry is undone or until the wrongdoer is himself dead.

**Ghost**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Flying Tempo | +20 |
| Fortitude | +3 |
| Stamina | n/a |
| Tracking | +18 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -8 |
| OV (MÊ) | n/a |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | [2] |
| DV (MI) | +10 |
| HP | 26[1] |
| Weapon | Drain |

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 18).

**ANCIENT GHOST**: Ancient ghosts are vengeful individuals who were very powerful in life, and who because of their strong antipathies remain in the world of the living even after death, to haunt and torment the living (or someone in particular). Ancient ghosts can cast the spell Telekinesis every 3 rounds with a proficiency of +12. If ancient ghosts are destroyed they will return the following Sunset. They do not go away permanently until the wrong that made them so angry is undone or until the wrongdoer is himself dead.

**Ancient Ghost**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Flying Tempo | +20 |
| Fortitude | +4 |
| Stamina | n/a |
| Tracking | +18 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -10 |
| OV (MÊ) | n/a |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | [2] |
| DV (MI) | +10 |
| HP | 37[1] |
| Weapon | Drain |

[1]Can only be injured by enchanted weapons.
[2]D12 energy drain (DD 24).

**SEA WRAITH/WRAITH**: A cursed human or demi-human who perishes at sea/on land will turn into a sea wraith/wraith the first night after the first full Moon after death. If the sea wraith/wraith is destroyed it will return after D6 days, until its physical remains are found and destroyed by fire or are placed in a burial mound. The sea wraith/wraith stays near its physical remains during the day (and the sea wraith ascends from the deep) and haunts the living during the night. A sea wraith/wraith can not move more than 1000' from its physical remains without taking injury; it will lose D6 HP (at the beginning of) every hour it is further away than this.

**"Better whole than mended well."**

**Sea Wraith/Wraith**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Fortitude | +3 |
| Stamina | n/a |
| Flying Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -8 |
| OV (MÊ) | n/a |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | [2] |
| DV (MI) | +10 |
| HP | 31[1] |
| Weapon | Drain |

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 20).

**ANCIENT SEA WRAITH/WRAITH**: A powerful cursed sorcerer who long ago perished at sea/on land. If the ancient sea wraith/wraith is destroyed it will return after D6 days, until its physical remains are found and destroyed by fire or are placed in a burial mound. The ancient sea wraith/wraith stays near its physical remains during the day (and the ancient sea wraith ascends from the deep) and haunts the living during the night. An ancient sea wraith/wraith can not move more than 10000' from its physical remains without taking injury; it will lose D6 HP (at the beginning of) every hour it is further away than this.

**Ancient Sea Wraith/Wraith**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Fortitude | +4 |
| Stamina | n/a |
| Flying Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -10 |
| OV (MÊ) | n/a |
| DV (MÊ) | +12 |
| Dodging | +1 |
| Damage | [2] |
| DV (MI) | +10 |
| HP | 47[1] |
| Weapon | Drain |

[1]Can only be injured by enchanted weapons.
[2]D12 energy drain (DD 24).

**"A fox is not caught twice in the same trap."**

**LANTERN MAN** (*alias* Will-o'-the-wisp): Lantern men are drowned men and women who try to lure the living into meeting the same destiny or who try to help the living out from dangerous areas. They are made up of the reflections of the living holding a lantern to show the way, into or out from danger. They are seen when it is dark, in bogs or near the water, where they drowned and where their remains can still be found. If destroyed, the lantern men will return the following Sunset. They will never disappear, unless their remains are found and destroyed with fire or are placed in a burial mound.

A lantern man will be dangerous to some and helpful to others. The myth master must cast a die and modify the result by +1 if the party leader has BalðuR as his favourite deity and by -1 if the party leader has HadnuR as his favourite deity; if the result is 0 to 3 the lantern man will try to lead the party into danger and if the result is 4 to 7 he will help the party. Lantern men can attack with three electric shocks every round (but will only do so if attacked), but need to hit their targets with these shocks as if they were firing arrows with a short self bow.

Lantern men can not leave the bog where their remains lie, and will disappear if their remains are destroyed by fire or are placed in a burial mound.

**Lantern Man**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Perception | +1 |
| Stamina | n/a |
| Flying Tempo | +100 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Heat | 6 |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -2 |
| OV (MÊ) | n/a |
| DV (MÊ) | +10 |
| Dodging | +2 |
| OV (MI) | +5 |
| DV (MI) | +12 |
| Damage (MI) | D6 Electric |
| HP | 26[1] |
| Weapon | Electric Shocks |

[1]Can only be injured by enchanted weapons.

**"The Sun passes over filth and is not defiled."**

**SPECTRE**: Spectres are dead humans or demi-humans who still think they are alive. They defend a place or an object, often the remains of a beloved person. If you study their behaviour you will see that they behave as if they were alive, but they do the same things over and over again, as if caught in a loop that they can not escape from. They will attack and try to kill anyone who disturbs them and interpret all others as a threat to what they defend.

**Spectre**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Flying Tempo | +20 |
| Stamina | n/a |
| Tracking | +15 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -8 |
| OV (MÊ) | n/a |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | [2] |
| DV (MI) | +10 |
| HP | 26[1] |
| Weapon | Drain |

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 15).

**SHADOW**: The shadows are the shadows (i. e. the cruel, malicious and hateful aspects) of the dead, who sometimes ascend from HaljôhaimaR to fight in the world of the living. Shadows always stay at least 20′ away from (real or sorcerous) fire and men who carry flaming torches, and 50′, 150′ and 20′ from the effect of the spells Light Bulb, Sun Light and Torch Light respectively, and are automatically destroyed if they fail to do so.

**Shadow**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Flying Tempo | +20 |
| Fortitude | +3 |
| Stamina | n/a |
| Tracking | +15 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -8 |
| OV (MÊ) | n/a |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | [2] |
| DV (MI) | +10 |
| HP | 26[1] |
| Weapon | Drain |

[1]Can only be injured by enchanted weapons.
[2]D8 energy drain (DD 18).

**SHADOW SORCERER**: The shadow sorcerers are the shadows (see Shadow) of mighty sorcerers. They always stay at least 20′ away from (real or sorcerous) fire and men who carry flaming torches, and 50′, 150′ and 20′ from the effect of the spells Light Bulb, Sun Light and Torch Light respectively, and are automatically destroyed if they fail to do so.

**Shadow Sorcerer**

| General | Incorporeal Trolls |
|---|---|
| Size | n/a |
| Weight (lbs) | n/a |
| Special Abilities | Ettin Eyes |
| **Skills** | |
| Flying Tempo | +20 |
| Fortitude | +8 |
| Stamina | n/a |
| Tracking | +18 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Physical | Immune[1] |
| **Combat** | |
| Fright mod | -10 |
| OV (MÊ) | n/a |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | [2] |
| DV (MI) | +10 |
| HP | 37[1] |
| Weapon | Drain |

[1]Can only be injured by enchanted weapons.
[2]D10 energy drain (DD 20).

Knows and can cast *four times each day* the following spells: *Create Nâr, Create Wight, Curse, Shadow (Hood of HadnuR), Malaria, Mask, Poison, Summon Creature* (Giant Rat, Rat Swarm [PL 1]) and *Troll Fear.*

## Ettins

Ettins ("the hungry", "big eaters") are the descendants of the proto-ettin WumîaR (see **Mythical Deities**), who fell to Earth from the sky like a falling star, and then started to melt.

**Dead but Dreaming**

Ettins can enter a sleep-like state where they need neither food nor air nor water; they can "rest" in this state for hundreds and even thousands of years, only to all of a sudden wake up, when the conditions for this are right. Some ettins wait in this state inside glaciers encapsulated in ice, under masses of rocks and soil or on the bottom of the sea floor – or even travelling in deep space, capsuled in ice or stone (protecting them from the rays of the Suns).

**"When I did well, I heard it never; when I did ill I heard it ever."**

The ettins know no fear and never tire. They are not alive, but not dead either; they exist in some sort of dreamlike condition. They were not born, but dripped from the body of WumîaR, when he started to melt, in a terrible noise, and became so numerous that they became a threat to all life on Earth. The sympathetic deities killed WumîaR to stop the "dripping" of stone hearts growing into dangerous ettins. WôðanaR thrusted his spear into WumîaR and ÞunaR hit him in the head with a rock and threw him into the abyss. His blood flowed up and flooded the entire world. Only a small group of the land based ettins remained active, often by holding on to floating pieces of wood until the land some places rose again. The others are still there, on the bottom of the sea, waiting in their sleep-like state for the water to go away so that they can become active again.

The ettins have drop-shaped radiant stone "hearts". When any living creature is within 30' of an ettin it can not rest and will lose 1 SP *every round* from the harmful radiation emanating from the ettin's stone heart. When an ettin is killed the heart can be removed, prepared and used as pendant, to be worn over the heart. The stone heart will stop emanating harmful radiation when removed.

The ettin stone heart can be removed from the ettin remains in D6 rounds (using a pick axe, if the ettin has turned to stone) by using Rune Lore against DD 15, to find the right stone and to remove it correctly (i. e. without breaking it or spilling its power). The stone hearts are all different from each other, and their powers depend on the ettin they are removed from and the skill of the character preparing them. It takes 3D6 minutes to prepare it, using a hammer and the skill Crafts.

Ettin stone heart pendants within 1' of other ettin stone heart pendants will start to emanate strong flickering light before they explode after 2D6 rounds, killing the wearers instantly/inflicting 6D6 heat damage to carriers and inflicting 3D6 heat damage to everyone within 20' of the exploding stone hearts.

**Ettin Hunger**

It is said that the ettins ("the hungry", "big eaters") are called by that name not because they are so very hungry or because they eat so much; in fact they don't seem to need any form of "normal" nourishment at all to continue their miserable existence. They are called by this name because they actively hunt human beings to devour them, and because they eat aurichalcum. They do because they have no spirit or life-force of their own, and they seem to believe that by eating a creature with a spirit and life-force or a metal with sorcerous abilities, such as aurichalcum, they will gain this for themselves.

For unknown reasons an ettin stone heart (unprepared or prepared) present in a party increases the chance for the party to run into ettin phenomena when travelling in EtunahaimaR. See **Random Encounters (The Land of Thulê)**. The ettin stone heart amulets are known to give many owners nightmares during sleep.

Ettins crave for aurichalcum and can even smell it with their troll noses. They eat the metal, for the same reason they eat humans, and when eaten it is stored inside them, for all ages. When an ettin is killed the player characters will find D6 * size of the ettin killed ounces of aurichalcum. It takes D6 minutes to find and collect all the aurichalcum from the remains of an ettin, or 4D6 minutes (using a pick axe) if the ettin has turned to stone.

**Ettin Stone Heart Amulet Risk**

What is unknown to most men in Thulê (DD 18 World Lore) is that the ettin stone heart amulets have a poisonous will of their own, and unless a character wearing, carrying or even touching such an amulet has ≥ 13 INT, CHA and WIL the ettin stone heart amulet will give the individual nightmares and will the first night the myth master casts a natural 3 on 3D6 turn him into a mutant creature, known as a manteratos (see Frost Ettins). The myth master must check for this effect every day a person has touched, worn or carried such an amulet! The effect can be avoided if he simply stops touching, wearing or carrying the amulet, but once the metamorphosis has started it can not be stopped or reversed. The ettin stone heart amulet will remain as it is, even if it changes one or more men touching, carrying or wearing it.

### Stone Ettins

Most of the stone ettins went into their sleep-like state when WumîaR was killed, because they sink like rocks and can not remain active under water.

**MOUNTAIN ETTIN**: Most mountain ettins are about 10' to 11' tall and are active in caves and dark forests in the mountains of Thulê. They turn to stone when directly exposed to Sunlight for one round, and are fairly easily harmed by fire, but are very difficult to harm by using ordinary weapons. The mountain ettins are made from stone and frost and regenerate, meaning they can not bleed and regenerate 1 lost HP every round starting 1 round after the first loss of HP. However, they do not regenerate heat damage. If the mountain ettin is killed with ordinary arms it will continue to regenerate until it can rise from the dead, again. To kill a mountain ettin you need to use fire or let the Sun shine upon it, or remove its stone heart before it rises from the dead again.

The mountain ettins are very diverse and can take many different forms. Most of them look like humanoid giants, with stone coloured skin and white lifeless eyes, but some can have only one eye or even several heads and twisted inhuman bodies. Some have green moss growing on their skin. They are all terrible ugly and terrifying, and their biggest joy is apparently to kill and eat other living creatures, and in particular humans and demi-humans.

**"Brawl with a pig and you will go away with his stink."**

**Mountain Ettin**

| General | Stone Ettins |
|---|---|
| Size | +6 |
| Weight (lbs) | ≈650 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Climbing | +3 |
| Fortitude | +5 |
| Stamina | n/a |
| Tempo | +35 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Heat | 2 |
| Physical | 6 |
| **Combat** | |
| Fright mod | -4 |
| OV (MÊ) | +8 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage (MÊ) | D8 + 1 |
| OV (MI) | +3 |
| DV (MI) | +8 |
| Damage (MI) | D12 |
| HP | 56 |
| Weapon | Natural or Thrown Rock |

| Crafts + 3D6[1] | Stone Heart Power[2] |
|---|---|
| ≤ 15 | lose 1 HP every hour |
| 16-17 | heal 1 HP every day[3] |
| 18-21 | heal 1 HP every hour[3] |
| ≥ 22 | heal 1 HP every minute[3] |

[1]Add -3 for stone hearts from rock ettins and +0 for mountain ettins.
[2]Stone hearts from mountain ettins are grey.
[3]The amulet will not revive a dead creature.

ROCK ETTIN: Most rock ettins are only about 4' tall and are active in caves and dark forests in the mountains of Thulê. They turn to stone when directly exposed to Sunlight for one round, and are fairly easily harmed by fire, but are more difficult to harm by using ordinary weapons. The rock ettins are made from stone and frost and regenerate, meaning they can not bleed and regenerate 1 lost HP every round starting 1 round after the first loss of HP. However, they do not regenerate heat damage. If the rock ettin is killed with ordinary arms it will continue to regenerate until it can rise from the dead, again. To kill a rock ettin you need to use fire or let the Sun shine upon it, or remove its stone heart before it rises from the dead again. While most other ettins are strictly solitary, the rock ettins are known to most of the time work in groups. Rock ettins look like small mountain ettins with one head (with two large pointy ears) and two eyes.

**Rock Ettin**

| General | Stone Ettins |
|---|---|
| Size | -2 |
| Weight (lbs) | ≈110 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +3 |
| Climbing | +5 |
| Stamina | n/a |
| Tempo | +35 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 1 |
| Heat | 1 |
| Physical | 3 |
| **Combat** | |
| Fright mod | +1 |
| OV (MÊ) | +3 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage (MÊ) | D4 |
| OV (MI) | +3 |
| DV (MI) | +10 |
| Damage (MI) | D4 |
| HP | 11 |
| Weapon | Natural or Thrown Rock |

**Fire Ettins**

FIRE ETTIN: Fire ettins are terrible fire powers, by some believed to come from the centre of the Earth. They are black, cruel and ruthless, with large wings as black as the night. The grotesque body of the fire ettins are as dark as the darkest shadow, but red fire spurts from their eyes and mouths. Many believe SwartaR (see **Mythical Deities**) is a fire ettin, or perhaps their lord. The Fire ettins burn to ashes and volcanic rock when exposed to direct Sunlight for one round (with an ettin stone heart located somewhere in the remains). The fire ettin needs nourishment to its fire and because of this fire attacks against it can drain it. The fire ettin is, in other words, also vulnerable to fire. The fire ettin has tough skin and is very hard to kill with ordinary weapons, but it sinks and will die if completely submerged in water.

| Crafts + 3D6 | Stone Heart Power[1] |
|---|---|
| ≤ 15 | -1 Cold Toughness |
| 16 | +1 Cold Toughness |
| 17 | +2 Cold Toughness |
| 18 | +3 Cold Toughness |
| 19 | +4 Cold Toughness |
| 20 | +5 Cold Toughness |
| 21 | +6 Cold Toughness |
| 22 | +7 Cold Toughness |
| 23 | +8 Cold Toughness |
| 24 | +9 Cold Toughness |
| ≥ 25 | +10 Cold Toughness |

[1]Stone hearts from fire ettins are red.

**"Death can not kill what never dies."**

**"Faint hearts never win fair ladies."**

**Fire Ettin**

| General | Fire Ettins |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈3500 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Flying Tempo | +70 |
| Fortitude | +6 |
| Stamina | n/a |
| Tempo | +35 |
| All other skills | +2 |
| **Toughness** | |
| Electricity | Immune |
| Heat | 3 |
| Physical | 3 |
| **Combat** | |
| Fright mod | -6 |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D8 + 1 + (D3 Heat) |
| DV (MI) | +6 |
| HP | 110 |
| Weapon | Natural |

**Forest Ettins**

WumîaR, in form of Beleþôrn, have managed to mix stone ettins with earthly life, and have created a new kin of ettins, known as the forest ettins. These semi-alien beings multiply by dripping from vast 'queens' (who themselves dripped from the body of Beleþôrn) hidden in deep caverns under the mountains and the forest floor. They are not more intelligent than the other ettins, but they have a type of intelligence that human beings would recognize more easily, so they are more human-like in their intelligence.

A new ettin (on a D6: 1-5 small or 6 large) will drip from each queen every night. There are assumed to be dozens of such queens in existence in Thulê (all of them just, big lumps of reeking 'stone'). The forest ettins have been a secret for a very long time, but they have grown so numerous now that they have started to appear in the forests all over Thulê.

The forest ettins communicate with each other, using some sort of grotesque and primitive language, and are – like the frost ettins – social. They seek to mainly protect their (helpless) queens, and to multiply, until they have the strength to set WumîaR free from his underwater and underground fortress, and then attack the gods themselves, on their sacred Mount Alinnôss.

**FOREST ETTIN** (*alias* Ogre [large] or Ych [small]): the forest ettins differ from the other ettins in the fact that they are not so easily destroyed by the sun. Instead they take 1 HP *every minute* they are exposed to direct sunlight.

The large forest ettins are around 7' tall, and the small around 5' tall. They are all humanoid in shape, and have greenish, grayish, yellowish or brownish skin and white lifeless eyes. They have claws and sharp fangs, that they often use in combat, but are known to pick up and use ordinary weapons (and armour and shields!) whenever they can. Many groups of forest ettins are well armed with all sorts of man-made weapons. Some are even believed to make their own weapons.

**Large Forest Ettin (Ogre)**

| General | Forest Ettins |
|---|---|
| Size | +4 |
| Weight (lbs) | ≈350 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Climbing | +4 |
| Fortitude | +4 |
| Stamina | n/a |
| Stealth | +3 |
| Tempo | +40 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 1 |
| Heat | 1 |
| Physical | 3 |
| **Combat** | |
| Fright mod | -2 |
| OV (MÊ) | +6 |
| DV (MÊ) | +11 |
| Dodging | +2 |
| Damage (MÊ) | D6 or Weapon |
| OV (MI) | +4 |
| DV (MI) | +9 |
| Damage (MI) | Weapon |
| HP | 35 |
| Weapon | Natural or Weapon |

**Small Forest Ettin (Ych)**

| General | Forest Ettins |
|---|---|
| Size | +1 |
| Weight (lbs) | ≈200 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +3 |
| Climbing | +4 |
| Fortitude | +3 |
| Stamina | n/a |
| Stealth | +4 |
| Tempo | +40 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 1 |
| Heat | 1 |
| Physical | 2 |
| **Combat** | |
| Fright mod | -1 |
| OV (MÊ) | +3 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage (MÊ) | D4 or Weapon |
| OV (MI) | +2 |
| DV (MI) | +10 |
| Damage (MI) | Weapon |
| HP | 20 |
| Weapon | Natural or Weapon |

**"When in Troskenia, do as the Troskenians."**

| Crafts + 3D6 | Stone Heart Power[1] |
|---|---|
| ≤ 15 | -1 Stealth |
| 16-17 | +1 Stealth |
| 18-21 | +2 Stealth |
| ≥ 22 | +3 Stealth |

[1]Stone hearts from forest ettins are brown.

### Frost Ettins

Frost ettins are ettins who easily survived the flood because they lived under water anyway. They are also (all of them) called kraken ("scrape along the bottom"), because they can not swim, but move restlessly forwards by dragging themselves along the bottom of the sea with their large claws. They are often mistaken for giant octopi or giant crabs, but they are neither, and yet they look a bit like both.

There are two types of frost ettins/krakens; the nix ("bad smell", "stench"), found in or near fresh water, and (the actual) kraken, found in or near sea water. None of them survive being exposed to direct Sunlight (for one round), but instead of turning to stone – like the stone ettins do – they melt away and turn to stinking slime or worm-infested mud (with an ettin stone heart located somewhere in the slime/mud).

KRAKEN (*alias* Sea Ettin): It is hard to describe the kraken, because it is so alien. It is cold as the sea and has slimy skin with green and brown scales, looking like a coarse and primitive form of snake skin. It can see with two and sometimes as many as one thousand (!) eyes, located on its head. The head looks like that of a fish, but has many revolting tentacles in the facial area. The mouth is like an octopus beak. The kraken has two hooked and powerful arms with some sort of crab claws as hands. It has sharp claws on the feet as well, used to hold on to the sea bottom. The kraken breathes with some sort of gills, but can easily remain active on land for several hours, and sometimes several days. Some believe there are krakens in the deep as large as mountains.

Like with the other ettins the krakens eat their victims. Thankfully the largest krakens rarely ascend from the deep sea to eat men, but they are an eternal torment to sailors, and are known to stand on the bottom of the sea and drag entire ships down into the deep.

While most other ettins are strictly solitary, the krakens are known to some times work in groups.

#### Small Kraken

| General | Frost Ettins |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Fortitude | +3 |
| Stamina | n/a |
| Tempo | +25 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 1 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -4 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D6[1] |
| DV (MI) | +10 |
| HP | 16 |
| Weapon | Natural |

[1]Cast a D6 the first time the kraken at least achieves a Near Miss on its target; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

| Crafts + 3D6[1] | Stone Heart Power[2] |
|---|---|
| ≤ 15 | Cannot rest |
| 16-17 | Cannot become Exhausted |
| 18-21 | Cannot become Weary |
| ≥ 22 | Cannot become Tired |

[1]Add -1 for stone hearts from small kraken, +0 for medium, +1 for large and +2 for huge. The weight and size of the heart is always about the same, but the power stored in the stone heart is not the same (which explains why the krakens not all grow to the same size).
[2]Stone hearts from krakens are transparent.

#### Medium Kraken

| General | Frost Ettins |
|---|---|
| Size | +7 |
| Weight (lbs) | ≈850 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Fortitude | +5 |
| Stamina | n/a |
| Tempo | +30 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 2 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -8 |
| OV (MÊ) | +9 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D8[1] |
| DV (MI) | +8 |
| HP | 64 |
| Weapon | Natural |

[1]Cast a D6 the first time the kraken at least achieves a Near Miss on its target; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

**Manteratos**

When a man is changed by an ettin stone heart he will turn into an ettin-like creature. However, since the stone heart has been prepared by man (when it was crafted into an amulet) it has changed; it is in a sense broken, and instead of turning the man into a "real" ettin it will turn him into a mutant creature, known as a manteratos ("human monster"), slave to the will of WumiaR. Like a frost ettin the manteratos turns to stinking slime or worm-infested mud (but without an ettin stone heart located somewhere in the slime/mud) if exposed to direct Sunlight (for one round). For game purposes the manteratos is identical to the small kraken, save it looks different from a small kraken because every physical characteristic is degenerated, i. e. only partly developed. The manteratos starts out its existence looking like an insane man, and then develops the ettin features rapidly, being a completely changed being after 3 + D6 days.

### Large Kraken

| General | Frost Ettins |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈1600 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Fortitude | +6 |
| Stamina | n/a |
| Tempo | +35 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -9 |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D10[1] |
| DV (MI) | +6 |
| HP | 91 |
| Weapon | Natural |

[1]Cast a D6 the first time the kraken at least achieves a Near Miss on its target; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

### Huge Kraken

| General | Frost Ettins |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈50000 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Fortitude | +6 |
| Stamina | n/a |
| Tempo | +35 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Physical | 2 |
| **Combat** | |
| Fright mod | -9 |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | 2D12[1] |
| DV (MI) | +6 |
| HP | 575 |
| Weapon | Natural |

[1]Cast a D6 the first time the kraken at least achieves a Near Miss on its target; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

**NIX** (*alias* Neck): The nix looks like a humanoid toad overgrown with moss, black and terrible and with pale eyes with a weak glow in the night. It can lure living creatures to its source with a spell (a "call") with a range of 300'. The spell sounds like a strange and unreal song. Everyone who hears it must test their Fortitude against DD 15 every round until they succeed. If they fail they will come under its spell and start to walk towards its source, to be dragged down into the deep and be eaten. Those under its spell can test their Fortitude against DD 16 every round until they either succeed or are finally dragged down and eaten. Those who succeed after having been under the spell will not need to test Fortitude again when hearing the call until after the next Sunrise. A character under the spell can be physically prevented by others from walking towards the nix' source if the person holding him back has more Str than the person under the spell. If more than one individual is holding him back the highest Str is used and +1 is added for every individual assisting him. One who tries to hold back a character under its spell will not be able to do anything else and spends 4 SP each round whilst doing so.

| Crafts + 3D6 | Stone Heart Power[1] |
|---|---|
| ≤ 15 | -1 Disease Resistance |
| 16 | +1 Disease Resistance |
| 17 | +2 Disease Resistance |
| 18 | +3 Disease Resistance |
| 19 | +4 Disease Resistance |
| 20 | +5 Disease Resistance |
| 21 | +6 Disease Resistance |
| 22 | +7 Disease Resistance |
| 23 | +8 Disease Resistance |
| 24 | +9 Disease Resistance |
| ≥ 25 | +10 Disease Resistance |

[1]Stone hearts from nixes are yellow.

### Nix

| General | Frost Ettins |
|---|---|
| Size | +6 |
| Weight (lbs) | ≈650 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Fortitude | +5 |
| Stamina | n/a |
| Tempo | +20 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 2 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -7 |
| OV (MÊ) | +8 |
| DV (MÊ) | +12 |
| Dodging | +2 |
| Damage | D6[1] |
| DV (MI) | +8 |
| HP | 56 |
| Weapon | Natural |

[1]Cast a D6 the first time the nix at least achieves a Near Miss on its target; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

### Giant Worms

Giant worms are often called dragons (Greek "sharp eyesight", "alert") because they guard so well their treasures. They never sleep and can not be paralysed. A worm (other than a sea worm) has wings and can fly on 1-2 (on a D6), and is then instead called a (poison-, cave- or fire-) drake, but is for all other purposes identical to a worm. A flying drake can only attack every D6 + 1 rounds whilst flying and must carry out a charge when it does so. See **Charges (Combat Rules)**.

Giant worms usually hide their treasures in caves which they guard night and day. They leave their caves rarely and only to hunt humans or to accumulate more wealth. They are obsessed with everything that shines and sparkles (like precious metals and gems), possibly because they think there is some sort of life-force emanating from these objects, and that this life-force can be transmitted to them via contact. The giant worms are relatively intelligent and have a language of their own, called (by man) Wormish, used to communicate with other worms (and it is not known why they do this or what they communicate). It is possible for humans to understand this language (temporarily) if the spell Divine Language is cast or (permanently) if you drink some of the blood (i. e. "blood") from the dead worm.

The number of legs vary, but worms are all large, grotesque and have powerful scale covered skin, which can be turned into a beautiful armour (i. e. a dragon scale armour) by a skilled craftsman. Giant worms ignite and burn to ashes if exposed to direct Sunlight for one round, and scales taken from the worm must be taken from a worm that has not been exposed to Sunlight. The scales themselves are not harmed by Sunlight, but will burn to ashes along with the worm if the worm is exposed to Sunlight.

Each dead worm has enough whole scales for (1-3 on a D6) 1 or (4-6) 2 such armours. Collecting enough scales for each armour takes D6 hours. The scales needed for one armour fills up a sack, and the scales for two armours a backpack.

**POISON WORM**: The green poison worm has a poisonous bite, but the poison (PL 15) will only affect the target if the worm at least achieves a Near Miss. Poison worms are usually found in deep and dark forests.

**Poison Worm**

| General | Giant Worms (Drakes) |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈1600 |
| Special Abilities | Eagle's Gaze, Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +6 |
| Climbing | +6 |
| (Flying Tempo) | (+70) |
| Fortitude | +6 |
| Perception | +4 |
| Stamina | n/a |
| Tempo | +40 |
| Tracking | +45 |
| All other skills | +2 |
| **Toughness** | |
| Cold | 3 |
| Electricity | 3 |
| Physical | 3 |
| **Combat** | |
| Fright mod | -8 (-9 Drake) |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D8 + 1 and Poison PL 15 |
| DV (MI) | +6 |
| HP | 91 |
| Weapon | Natural |

| Crafts + 3D6 | Stone Heart Power[1] |
|---|---|
| ≤ 15 | -1 Poison Resistance |
| 16 | +1 Poison Resistance |
| 17 | +2 Poison Resistance |
| 18 | +3 Poison Resistance |
| 19 | +4 Poison Resistance |
| 20 | +5 Poison Resistance |
| 21 | +6 Poison Resistance |
| 22 | +7 Poison Resistance |
| 23 | +8 Poison Resistance |
| 24 | +9 Poison Resistance |
| ≥ 25 | +10 Poison Resistance |

[1]Stone hearts from poison worms are green.

**SEA WORM**: The silver coloured sea worm is usually found in underwater caves along the coast.

| Crafts + 3D6 | Stone Heart Power[1] |
|---|---|
| ≤ 15 | -1 Electricity Toughness |
| 16 | +1 Electricity Toughness |
| 17 | +2 Electricity Toughness |
| 18 | +3 Electricity Toughness |
| 19 | +4 Electricity Toughness |
| 20 | +5 Electricity Toughness |
| 21 | +6 Electricity Toughness |
| 22 | +7 Electricity Toughness |
| 23 | +8 Electricity Toughness |
| 24 | +9 Electricity Toughness |
| ≥ 25 | +10 Electricity Toughness |

[1]Stone hearts from sea worms are silvery.

**Sea Worm**

| General | Giant Worms (Drakes) |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈1600 |
| Special Abilities | Eagle's Gaze, Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +6 |
| Climbing | +6 |
| Fortitude | +6 |
| Perception | +4 |
| Stamina | n/a |
| Swimming | +40 |
| Tempo | +30 |
| Tracking | +45 |
| All other skills | +2 |
| **Toughness** | |
| Cold | 9 |
| Electricity | 3 |
| Physical | 3 |
| **Combat** | |
| Fright mod | -5 |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D8 + 1 |
| DV (MI) | +6 |
| HP | 91 |
| Weapon | Natural |

**"The bee has a sting, but honey too."**

**CAVE WORM:** The white cave worm is usually found in caves and ruins. It has a cold breath, but the (D4) cold damage will only affect the target if the worm at least achieves a Near Miss.

**Cave Worm**

| General | Giant Worms (Drakes) |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈1600 |
| Special Abilities | Eagle's Gaze, Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +6 |
| Climbing | +6 |
| (Flying Tempo) | (+70) |
| Fortitude | +6 |
| Perception | +3 |
| Stamina | n/a |
| Swimming | +20 |
| Tempo | +35 |
| Tracking | +45 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 3 |
| Physical | 3 |
| **Combat** | |
| Fright mod | -6 (-7 Drake) |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D8 + 1 + (D4 Cold) |
| DV (MI) | +6 |
| HP | 91 |
| Weapon | Natural |

| Crafts + 3D6 | Stone Heart Power[1] |
|---|---|
| ≥ 15 | -1 Heat Toughness |
| 16 | +1 Heat Toughness |
| 17 | +2 Heat Toughness |
| 18 | +3 Heat Toughness |
| 19 | +4 Heat Toughness |
| 20 | +5 Heat Toughness |
| 21 | +6 Heat Toughness |
| 22 | +7 Heat Toughness |
| 23 | +8 Heat Toughness |
| 24 | +9 Heat Toughness |
| ≥ 25 | +10 Heat Toughness |

[1]Stone hearts from cave worms are white.

**FIRE WORM:** The red fire worm attacks every D6 round with a breath of fire affecting everyone in a 30' long (and at the widest point about 10' wide) cone, inflicting 2D6 in heat damage to them. Everyone in this zone must test their Dodging + shield DV (MI) mod against DD 12 + (size * 2) to take only half damage – if there is a theoretic chance they might escape the fire breath. A Critical Success means they take no damage. A metal shield can be used to defend against 3 such attacks, until it is so warm it must be dropped. A plywood, wicker or wooden shield can only be used to defend against 1 such attack and is then destroyed by fire. The fire worm is seen as especially aggressive and is connected to SwartaR. See **Mythical Deities**. Usually you find fire worms in the mountains, in deep caves and in ruins.

A fire worm forced to swim in water for one or more rounds will lose its ability to breathe fire for D6 hours.

| Crafts + 3D6 | Stone Heart Power[1] |
|---|---|
| ≤ 15 | Cannot cast spells |
| 16-17 | Spell-casters can cast one spell *extra* each day without spending any SP |
| 18-21 | Spell-casters can cast two spells *extra* each day without spending any SP |
| ≥ 22 | Spell-casters can cast three spells *extra* each day without spending any SP |

[1]Stone hearts from fire worms are black.

**Fire Worm**

| General | Giant Worms (Drakes) |
|---|---|
| Size | +10 |
| Weight (lbs) | ≈1600 |
| Special Abilities | Eagle's Gaze, Ettin Eyes, Troll Nose |
| **Skills** | |
| Acrobatics | +6 |
| Climbing | +6 |
| (Flying Tempo) | (+70) |
| Fortitude | +6 |
| Perception | +4 |
| Stamina | n/a |
| Tempo | +45 |
| Tracking | +45 |
| All other skills | +2 |
| **Toughness** | |
| Cold | 3 |
| Electricity | 9 |
| Heat | Immune |
| Physical | 3 |
| **Combat** | |
| Fright mod | -6 (-7 Drake) |
| OV (MÊ) | +12 |
| DV (MÊ) | +15 |
| Dodging | +2 |
| Damage | D8 + 1 + Fire Breath |
| DV (MI) | +6 |
| HP | 91 |
| Weapon | Natural |

**Ettin Mutants**

EtunahaimaR and the ettins themselves have a horrible effect on life, and several creatures exposed to them and their effects mutate and turn into terrible mockeries of their original forms.

**MANTERATOS:** The weak-minded men who put on ettin stone heart amulets are some times driven insane and turned into a horrible creature known as the manteratos ("human monster"). However, since the stone heart has been prepared by man (when it was crafted into an amulet) it has changed; it is in a sense broken, and instead of turning the man into a "real" ettin it will turn him into a mutant creature, known as a manteratos ("human monster"), slave to the will of WumîaR. Like a frost ettin the manteratos turns to stinking slime or worm-infested mud (but without an ettin stone heart located somewhere in the slime/mud) if exposed to direct Sunlight (for one round). The manteratos looks much like a kraken, but is different because every physical characteristic is degenerated, i. e. only partly developed.

**"A fair death honours the whole life."**

**Manteratos**

| General | Ettin Mutants |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| Special Abilities | Ettin Eyes, Troll Nose |
| **Skills** | |
| Fortitude | +3 |
| Stamina | n/a |
| Tempo | +25 |
| All other skills | +2 |
| **Toughness** | |
| Cold | Immune |
| Electricity | 1 |
| Physical | 1 |
| **Combat** | |
| Fright mod | -4 |
| OV (MÊ) | +2 |
| DV (MÊ) | +10 |
| Dodging | +2 |
| Damage | D6[1] |
| DV (MI) | +10 |
| HP | 16 |
| Weapon | Natural |

[1]Cast a D6 the first time the manteratos at least achieves a Near Miss on its target; if the result is 1 the target must test his Disease Resistance against a disease (PL 8 + D6).

**CRAWLING CREEP**: When demi-human or human beings (of any species) are killed by the radiation of an ettin, they don't die normally, but after D6 days rise from death and turn to some sort of slimy 'ex-human' creature, with pale white eyes and mucus constantly dripping from their noses and mouths. They survive as long as they remain in EtunahaimaR, seemingly held 'alive' by some strange alien sorcery. They don't need any form of nourishment, but try to kill all human life they come across, because they recognize their own original form, and they for some reason react aggressively when they do. They crawl on all four, rather than walk on two legs, and can not leave EtunahaimaR. If they do, they fall down lifeless. They normally live in groups of D6 individuals in narrow tunnels underground, which they dig themselves, with their own hands, and usually wait in hiding, and attack during the night, normally by sneaking up on their victims and then strangling them to death. Like other ettins they are destroyed by direct exposure to sunlight, and then turn into rotting corpses.

They can attack with claws and teeth, but often try to strangle helpless/surprised victims. When they do, use the wrestling rules (optional rule 7) (**Combat Rules**), and if the crawling creep manages to grab and hold a character he will inflict 1 HP in damage to him every round, until he is dead or manages to break free of the hold.

To crawl into a tunnel made by a crawling creep a character will have to test Morale (Wil + any relevant bonuses) against DD 12 to be able to do so, and will only be able to fight with a small seax or dagger (with -4 to OV) whilst in the tunnel. Crawling creeps in a tunnel will quickly retreat to larger caves, dug by them, where they (up to 3 at the same time) will try to attack (possibly strangle) (with +4 to OV) any character entering, until the character has tested Dex against DD 12 in order to successfully get out of the narrow tunnel and into the cave – where he can fight them on equal terms.

**Crawling Creep**

| General | Ettin Mutants |
|---|---|
| Size | +0 |
| Weight (lbs) | ≈160 |
| **Skills** | |
| Fortitude | +3 |
| Stamina | n/a |
| Tempo | +20 |
| All other skills | +2 |
| **Toughness** | |
| Cold | 3 |
| Electricity | 1 |
| **Combat** | |
| Fright mod | +0 |
| OV (MÊ) | +5 |
| DV (MÊ) | +10 |
| Dodging | +5 |
| Damage | D6 or 1 every round |
| DV (MI) | +12 (10 + 2 for their crawling position) |
| HP | 24 |
| Weapon | Natural (or Wrestling) |

Hâvamâl, stanza 11

**"Byrði betri**
**berr-at maðr brauta at,**
**en sê mannvit mikit;**
**vegnast verra**
**vegr-a hann velli at**
**en sê ofdrykkja öls."**

(You can not carry
a better burden,
than much wits,
but worse provision
you can not bring
than too much beer drunk.)

## Ettin Phenomena

EtunahaimaR is a very foreboding place and is home to a number of strange phenomena seen nowhere else in Thulê. These phenomena most often appear as from nowhere, without any warning; you don't always become aware of them until it is too late to avoid their effects. Making a map of the phenomena is impossible, because they move about and disappear as quickly as they appear. Nobody knows from whence they come, or whither they go when they disappear, but it is assumed that they are a result of WumîaR and Beleþôrn's alien influence in EtunahaimaR.

**Call of the Kraken** is a weak and inexplicable sound, heard as if coming from the depths of the Earth. Those who hear it – i. e. everyone present – must test their Fortitude against DD 24. A Failure result in a trauma, a Critical Failure in a severe trauma (i. e. two normal traumas) (see **Morale [Combat Rules]** for the effects of being traumatized). The entire firmament turns black for as long as the sound can be heard (i. e. one round). This is not a morale test (but a sanity test), so no mods otherwise eligible for morale tests are added to the dice roll.

**Ettin Earthstar** is some sort of fungus, very small and hard to spot (DD 14 Perception) in time to avoid the effect. When you get near them they explode like puffballs – spreading their poisonous spores into the respiratory system of the nearest individual (i. e. the one who walks first in the group). The affected individual must test Poison Resistance against a poison with PL 7 + D6. See the skill Healing. The Ettin Earthstar explodes by itself (and thus disappears from where it appeared) when the Sun rises the next day.

**Nightmare** is a sudden feeling of fear forcing everyone in the party to test their morale with a Fright mod of -6, and will suffer any adverse effect *until the next Sunrise*. See **Morale (Combat Rules)**. The fear is caused by a nightmarish vision forcing its way into the minds of the characters. The entire firmament turns dark grey for as long as the phenomenon lasts, but only for those affected by it.

**White Web** is some sort of invisible web which turns electric (and then also becomes visible) when someone enters its centre. A random character in the party will trigger this effect by being electrified; he will receive D6 electric damage. To get out of the web unscathed each character must test Acrobatics against DD 14. A Critical Failure leads to D12 electric damage and a Failure to D6 electric damage, but (if he survives) the character will get out of the web. The web will automatically disappear (i. e. discharge) after D6 hours.

**Icewind** is a burst of extremely cold wind. The entire party suffers D6 cold damage for D6 rounds. Warm clothes will help against the Icewind.

**Sunstorm** is a sudden burst of radiation from the sun. Anyone who carries or wears something made of metal suffers D12 heat damage.

**Malaria** is a reeking cloud of bacteria appearing around the party, exposing everyone in the party to a disease with PL 7 + D6. See the skill Healing. The cloud is small and will stay for D6 rounds before it dissolves, but anyone in it will only be forced to test their disease resistance against the disease once.

**Vertigo** is a sudden feeling of despair affecting the entire party. Everyone in the party must test their Fortitude against DD 18. A Critical Failure or a Failure forces the character to give up the quest and make him just sit or lie down in apathy with closed eyes and struggle until Sunrise with the feeling of metaphysical vertigo, before he is finally allowed to do as he will again (like resume his quest). The entire firmament turns black for as long as the Vertigo lasts, but only for those exposed to it.

If attacked during the apathy the character will be allowed to defend himself, but will – full of contempt for death – fight with a +6 mod to morale tests and with a +2 mod to Wil (in relation to Stamina when Tired, Weary or Exhausted) and will always carry out a charge and fight offensively whenever it is possible to do so.

### Will the Ettin Phenomena ever disappear?

Some sages in Thulê have argued that there is a connection between the number of ettins and the frequency of the ettin phenomena, suggesting that if man kills off (most of) the ettins their phenomena will (mostly) go away too. This of course is a very comfortable hypothesis for everyone but those who will be tasked with killing off these extremely dangerous creatures...

Other sages have argued that the foreigners who fled to Thulê, because most of the world elsewhere had been turned into such a horrible place, didn't just flee from the ettins and their phenomena; they were the ones who brought them to Thulê in the first place – as if they were cursed by blood and that the curse followed them wherever they went. As evidence they point at the fact that the ettin phenomena grew stronger, if not only appeared, just after the first foreigners arrived. Whatever the foreigners touch, visit, lay their hands on or even look upon will decay, fade, rot, wither, break and suffer. So they argue that if you want the ettin phenomena gone you just have to get rid of those who obviously cause them.

Yet another (and certainly less xenophobic) group of sages argue that such things are perfectly natural and unfortunately inevitable, and that they come and go, like the seasons, and that there is nothing man can do about it. Not even sorcerers. Not even the gods! Man only has to survive and persevere, until they go away by themselves.

**"Still waters run deep."**

## Creating Human NPCs

Creating a generic human NPC is fairly easy in MYFAROG; all you need to know is his Character Role and his experience level (HP = 10 [or 3D6] + level mod). When you do you have all the statistics you need. See skill table in **Skills**. Just give him or her the weapons and armour, and other equipment, you think is appropriate, adjust the things you think needs to be adjusted to make the NPC special, and you have an NPC ready for your game.

The myth master can modify the NPC's level based on whether he is supposed to be experienced or not.

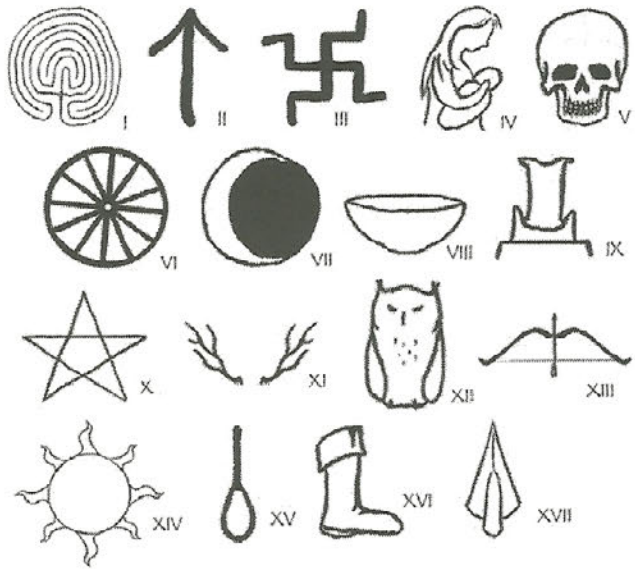
| NPC Type | Level |
|---|---|
| Apprentice, inexperienced, young | D4 |
| Journeyman, experienced | 4 + D5 |
| Master, bodyguard, veteran | 9 + D5 |
| Champion, bodyguard leader, crack | 14 + D5 |
| Chieftain, king, elite, high priest | ≥ 19 + D10 |

The player characters can of course wield any weapon and wear any armour they want to, but warriors from Thulê and elsewhere tend to fit into certain categories and equip themselves for certain combat roles. They tend to be either light or heavy archers, skirmishers (*alias* light infantry), slingers, light or heavy cavalry, cavalry archers or heavy infantry. Scouts are normally only equipped with a dagger or a short seax, as they are not intended to engage in any type of combat at all. Each region in MYFAROG has its own favoured units wearing equipment traditional for that particular region. If the player characters encounter hostile warriors from any of these regions they are likely to face their traditionally equipped warriors. See **Bands, Cults & Organisations** for more about NPCs.

**"He who governs his home, governs his life."**

| Region | Warrior Types | Traditional Equipment (in addition to the ever-present dagger or short seax) |
|---|---|---|
| Asu | Light Archer | Composite bow, cap and curved short sword |
| | Skirmisher | 3+ javelins, wicker shield, cap and curved short sword |
| Libuê | Skirmisher | 3+ javelins, wicker shield and curved short sword |
| Akadê | Light Archer | Composite bow and curved short sword |
| | Skirmisher | 3+ javelins, wicker shield, cap and curved short sword |
| | Slinger | Sling, wicker shield and curved short sword |
| Khem | Light Archer | Composite bow, cap and curved short sword |
| | Skirmisher | 3+ javelins, wicker shield, cap and curved short sword |
| | Slinger | Sling, wicker shield and curved short sword |
| Agadîr | Light Archer | Composite bow, cap and curved short sword |
| | Heavy Infantry | Spear, large bronze shield, metal scale armour, cap and curved short sword |
| | Skirmisher | 3+ javelins, wicker shield, cap and curved short sword |
| | Slinger | Sling, wicker shield and curved short sword |
| Andâlanga | Heavy Archer | Self bow, laminated metal armour, cap and curved short sword |
| | Heavy Infantry | Sword-scythe, laminated metal armour, cap and curved short sword |
| | Skirmisher | 3+ javelins, wicker shield and cap |
| Ellinea | Light Archer | Self bow and Sun hat |
| | Heavy Infantry | Spear, deeply-dished shield, metal muscular armour, cap and sickle-shaped sword |
| | Skirmisher | 3+ javelins, wicker shield and Sun hat |
| | Slinger | Sling and wicker shield |
| Erulia | Light Archer | Self bow, cap and long seax |
| | Light Cavalry | 3+ javelins, wicker shield, cap and long seax |
| | Heavy Infantry | Battle axe, throwing axe, large wooden shield, metal scale armour, cap and long seax |
| | Skirmisher | 3+ javelins, wicker shield, cap, boiled leather scale armour and long seax |
| Priþeniô | Heavy Cavalry | Long sword, small bronze shield, mail shirt and cap |
| | Heavy Infantry | Long sword, large bronze shield, mail shirt and cap |
| | Light Cavalry | 3+ javelins and long sword |
| | Skirmisher | 3+ javelins, wicker shield and long sword |
| Skanþinawiô | Light Archer | Self bow and long seax |
| | Heavy Infantry | Angon, large wooden shield and long seax |
| | Skirmisher | 3+ javelins, wicker shield and long seax |
| Skudia | Cavalry Archer | Composite bow, Sun hat and curved short sword |
| | Heavy Archer | Composite bow, metal scale armour, Sun hat and curved short sword |
| | Heavy Infantry | Spear, metal scale armour, Sun hat and curved short sword |
| | Light Archer | Composite bow, Sun hat and curved short sword |
| | Skirmisher | 3+ Javelins, Sun hat and curved short sword |
| Tawia | Heavy Infantry | Spear, wicker shield, ivory scale armour, cap and curved short sword |
| | Light Archer | Self bow and curved short sword |
| | Skirmisher | 3+ javelins, wicker shield and curved short sword |
| | Slinger | Sling, wicker shield and curved short sword |
| Trôskenia | Heavy Archer | Self bow, laminated boiled leather scale armour, Sun hat and short sword |
| | Heavy Infantry | Angon, large plywood shield, laminated metal armour, cap and short sword |
| | Light Cavalry | 3+ javelins, wicker shield and Sun hat |
| | Skirmisher | 3+ javelins, wicker shield and Sun hat |
| | Slinger | Sling, wicker shield and short sword |

# Mythical Deities




| Image | Temple Name | Deity | Divine Aid Skills |
|---|---|---|---|
| I | The Temple of Purification | BalðuR | Lyre Playing, Singing |
| II | The Temple of Radiance | TîwaR | Navigation, Mêlée (swords & daggers) |
| III | The Temple of Strength | ÞunaR | Missile (thrown concussion weapons) |
| IV | The Temple of the Earth | Erþi | Foraging (inland) |
| V | The Temple of the Night | HadnuR | Missile (bows, crossbows), Stealth |
| VI | The Temple of Time | HaimadalþaR | Acting, Perception |
| VII | The Temple of the Wanderer | Manan | Riding, Stamina (in relation to **Travel & Survival [The Land of Thulê]**) |
| VIII | The Temple of Wealth | NerþuR | Foraging (along the coast), Seamanship, Swimming |
| IX | The Temple of Justice | Furasitan | Mêlée (concussion weapons) |
| X | The Temple of Love | Fraujôn | Missile (lead-weighted darts), Mechanics, Social Skills |
| XI | The Temple of the Elves | FraujaR | Dancing, Flute Playing |
| XII | The Temple of Lore | Sagôn | Crafts, World Lore |
| XIII | The Temple of the Source | Skanþan | Acrobatics, Climbing, Tracking |
| XIV | The Temple of Brilliance | SuwilaR | Healing, Fortitude |
| XV | The Temple of the Fallen | Walan | Rune Lore |
| XVI | The Temple of the Elk | WîdanaR | Missile (slings), Mêlée (unarmed combat/battle gloves) |
| XVII | The Temple of Fury | WôðanaR | Alchemy, Poetry, Mêlée (spears), Missile (thrown spear weapons) |

MYFAROG's universe is called UjjadraseluR ("the terrible horse", "the one who demands/requires awe") and is divided into three parts. It is also called HaimadalþaR ("world tree", "tree above the bed"), like the deity, and MîmamaiðuR ("pulling gallows").

| HaimadalþaR | The World Tree |
|---|---|
| Crown | AnsgardaR ("garden of spirits")[1] |
| Main stem | MedagardaR ("garden in the middle")[2] |
| Roots | HaljôhaimaR ("hidden/dead world")[3] |

[1]The world for the living.
[2]The world for those who are neither dead nor alive, but exist in a world between the world of the living and the world of the dead.
[3]The world for the dead.

The spirits of the noble dead, the light elves, when not dancing in the sky (as the Aurora Borealis), often live in the burial mound itself, *alias* Walahaljô ("hiding place of the dead"), in MedagardaR, or they live in AlbahaimaR or some other divine house until the children of the kin choose to be reborn as them. The shadows of the dead live in HaljôhaimaR; they are the dark and bad aspects of the dead never to be reborn.

The light elves leave their burial mounds to fight the shadows in WegariðaR ("ride of the dead", "weighing of the dead") in AnsgardaR on the 8th day after Winter Solstice. HaimadalþaR lets the shadows out from HaljôhaimaR and the light elves from Walahaljô/MedagardaR/AlbahaimaR with Trojan Horses; so that they can fight each other and be purified (i. e. the light banishes the shadows). He opens up the gate in the wall surrounding MedagardaR with a bronze lure. The purpose of this battle is to let the spirits of the dead be purified before they are allowed to be reborn. The shadows, the dark and bad aspects of the dead, are destroyed.

Man lives in the world of the deities and spirits, in AnsgardaR. Most of the deities themselves live in their own homes on a mountain, called Alinnôss (Greek: Olympos), in the clouds in AnsgardaR. Alinnôss is translated as "nourishing mouth", meaning "from whence nourishment comes". Alinnôss is connected to the rune Ôþala, which translates as "inherited property", "noble" and "mind condition". The rune is a picture of the divine throne/seat.

## The Deities

All the deities are Sorcerers. They can be assumed to have all the Talents in existence, and have no limit to how many time they can cast their spells in one day. When a deity differs from the other deities, in relation to statistics, this is noted in the statistics block below. See information on each deity to find out which spells they can cast and what equipment they use.

| General | All deities (unless otherwise stated) |
|---|---|
| Male size | +1 |
| Female size | +0 |
| Special Abilities | Night Vision, Eagle's Gaze |
| Level | 40 |
| **Attributes** | |
| Male Str | +6 (ÞunaR: +7) |
| Female Cha | +6 (Fraujôn: +7) |
| All other attributes | +5 |
| **Skills** | |
| All skills | +12 |
| **Resistance** | |
| Disease Resistance | Immune |
| Poison Resistance | +12 |
| **Combat** | |
| Fright Mod | -8 |
| Male OV (MÊ) | +13 (ÞunaR: +15, TîwaR: +14) |
| Male DV (MÊ) | +23 (ÞunaR: +25, TîwaR: +24) |
| Female OV (MÊ) | +12 |
| Female DV (MÊ) | +22 |
| Dodging | +3 |
| OV (MI) | +13 (TîwaR: +14) |
| DV (MI) | +10 |
| Male HP | 67 |
| Female HP | 65 |
| SP | 14 |
| Courage | +9 |
| Male Initiate | +8 |
| Female Initiative | +7 |

The toughness of the deity depends on the element the deity is connected to.

| Toughness | Fire (♦) | Earth (♣) | Air (♠) | Water (♥) | Spirit (•) |
|---|---|---|---|---|---|
| Cold | 0 | 5 | 2 | 6 | 4 |
| Electricity | 4 | 0 | 6 | 2 | 4 |
| Heat | 6 | 2 | 5 | 0 | 4 |
| Physical | 2 | 6 | 0 | 5 | 4 |

| Fire Deities (♦) | Earth Deities (♣) |
|---|---|
| **Sympathetic Deities** | |
| BalðuR | Erþi |
| SuwilaR | FraujaR |
| Walan | HadnuR |
| ÞunaR | WîdanaR |
| **Unsympathetic Deities** | |
| AustaR | Beleþôrn |
| Lukan | Îþund |
| SwartaR | Haljô |
| | Ferguniô |

| Air Deities (♠) | Water Deities (♥) |
|---|---|
| **Sympathetic Deities** | |
| Furasitan | Fraujôn |
| Sagôn | Manan |
| TîwaR | NerþuR |
| WôðanaR | Skanþan |
| **Unsympathetic Deities** | |
| BuraR | AgijaR |
| Nahti | Skuldi |
| | Wirþandin |
| | WumîaR |
| | WurþijôR |

| Spirit Deities (•) |
|---|
| **Sympathetic Deities** |
| HaimadalþaR |
| **Unsympathetic Deities** |
| Auþôhumblôn |

If the deity appears, it will appear wearing one of the following armours:

| D6 | Armour (Aurichalcum)[1] | AV | MS | Stealth /Swimming |
|---|---|---|---|---|
| 1 | Mail shirt | 5 | +0 | +0/+3 DD |
| 2 | Scale | 5 | -1 | +1/+4 DD |
| 3 | Mail w. scales | 7 | -2 | +2/+8 DD |
| 4-6 | Muscular cuirass | 4 | +0 | +0/+0DD |
| 1-6 | Cap (-1 Perception/MI) | 3 | - | - |

[1]Divine quality.

The armour value of the armour comes *in addition to* toughness. So e. g. a fire god (Physical Toughness 2) wearing a mail shirt (AV 5) and a cap (AV 3) has AV of (2 + 5 + 3 =) 10.

**Divine Weapons**

*All* the weapons and shields used by the deities are unless otherwise stated made from aurichalcum and are of divine quality! The modifications for enchantments, quality and runes are included in the stat blocks for the weapons and shields. Deities with no stat blocks for weapons are using clubs of divine quality (damage D8) in combat.

When a deity is killed, one of its avatars (see 'Deus ex machina') *becomes* the new deity. Or rather: The deity completely takes over the body of the avatar, sending his mind away to be weighed by TîwaR. This happens on the dead deity's birthday, and from the death of the deity to its re-birth, it can not grant any favours nor give any divine aid (or help. See 'Deus ex machina') to anyone! If the deity has no avatars, it will have to wait until it does in order to be re-born.

Terrible things may happen in the world, if one or more deities are dead for a long time.

## The Sympathetic Deities

There are many deities in Thulê, but not all of them offer their services to men or other creatures. Only the sympathetic deities listen to prayers and grant favours. The other deities are not in the same manner involved in relation to the human world and life on Earth in general.

The four sympathetic deities, connected to the solstices (TîwaR/winter and SuwilaR/summer) and equinoxes

(Erþi/spring and Manan/autumn), make up the divine court. When there is conflict or if a divine law is broken it is up to the divine court to find a proper solution. The King of the gods, TîwaR, does not always have the last say in the court, but his vote counts as two votes.

The other thirteen sympathetic deities make up the divine council in Alinnôss. Religious individuals believe that they rule the world from there. HaimadalþaR, who is neutral, does not vote in this council, but is its administrator.

Even the deities can not freely travel between the realms. Only some deities can do this, and they often travel in the human world to influence it directly. See the spell Trojan Horse.

Due to the conservative nature of the natives in Thulê the Old Thulêan names for the deities are still the most commonly used.

### BalðuR (♂)

BalðuR ("shining white"), *alias* "The Pure God" or "The White God[1]", is a god for enlightenment and purification. He is also known as Bragan ("shine", "the winner", "the best"). He is married to Îþund and is a son of Nahti and WôðanaR. He is born the 13th of Braiðôblika.

His temple is called "The Temple of Purification" and is recognized by a picture of either a golden halo, a labyrinth or a mistletoe. The temple is built around or near a tree sacred to BalðuR, such as the acacia (acacia), the orange tree (citrus sinesis), the apple tree (malus sylvestris), the laurel tree (laurus nobilis), the oak (quercus) or the lemon tree (citrus limon).

BalðuR's home in Alinnôss (in AnsgardaR) is called Braiðôblika ("wide glimpse"), and nothing impure is allowed in (meaning only those with BalðuR as their favourite deity can enter). In Braiðôblika characters can ask Îþund for permission to eat fruit from her tree, the Tree of Youth.

BalðuR is connected to the rune DagaR, which translates as "day", originally "heavenly light", which is a picture of an hour glass.

[1]Both BalðuR and HaimadalþaR are called the White God.

| Eldjarn ("Fire Iron") | |
|---|---|
| Type | Long sword (engraved with TîwaR runes) |
| Damage: | D12 + 3 (+D4 Heat damage) |

| Eldsljôgi ("Fire Light") | |
|---|---|
| Type | Short sword (engraved with TîwaR runes) |
| Damage: | D12 + 1 (+D4 Heat damage) |

| Spells known to BalðuR |
|---|
| Awakening |
| Calm Creature |
| Cure Malaria |
| Cure Trauma |
| Discover Poison |
| Heal |
| Initiate |
| Mind Control |
| Mistletoe |
| Neutralise Poison |
| Paralyse |
| Remove Curse |
| Remove Paralysis |
| Resist Disease/Resist Poison |
| Restoration |
| Resurrection |
| Summon Creature |

### TîwaR (♂)

TîwaR ("beam"), *alias* "Heavenly Father", "King of the Deities", "Father of the Deities" and "Lord of the Sky", is a god for the sky. He is also known as Buran ("roar [about angry oxen]", "carried forth", "born"). He is married to Erþi, he came from Auþôhumblôn, and is the origin of BuraR, Manan and SuwilaR, and he is the father of HaimadalþaR. He is born on the Winter Solstice (the 25th day of Hemenaberga).

His temple is called "The Temple of Radiance" and is recognized by a picture of a light beam (identical to the rune TîwaR). The temple is built around or near a tree sacred to TîwaR, such as the ash (fraxinus excelsior), the juniper (juniperus communis), the olive tree (olea europaea), the cedar (cedrus) or the thistle (circium).

TîwaR's home in Alinnôss (in AnsgardaR) is called GlîtnijaR ("sparkling") and is as large as the sky and as bright as the Sun itself. He lives there with Erþi, Manan, Furasitan and SuwilaR.

TîwaR is connected to the rune TîwaR, which is a picture of a (spear or sword) point symbolizing the beams of light descending from the sky.

| Himinnsverð ("Sky Sword") | |
|---|---|
| Type | Long sword (engraved with TîwaR runes) |
| Damage: | D12 + 4 (+D4 Electricity damage) |

| Spells known to TîwaR |
|---|
| Charm |
| Conscience |
| Courage |
| Dispel |
| False Sound |
| Flight |
| Fulgjôn |
| Initiate |
| Levitation |
| Light |
| Mind Control |
| Mistletoe |
| Paralyse |
| Purify Nutrition |
| Remove Paralysis |
| Sanctuary |
| Sacred Ground |
| Snowflake |
| Spirit Voice |
| Trojan Horse |

### ÞunaR (♂)

ÞunaR ("thunderer"), *alias* "The Thunderer", is a god of agriculture, firewood (he "loads" the wood with solar energy) and gravitation ("the strength of the Earth"). He is also known as HlaþunaR ("he who loads", "attach to", "stick together") and Wîlias ("will", "desire", "order"). He is a son of Erþi and BuraR. He is born the 13th day of ÞruðôhaimaR.

His temple is called "The Temple of Strength" and is recognized by a picture of a blue halo or a swastika. The temple is built around or near a tree sacred to ÞunaR, such as the birch (betula), the beech (bagus sylvatica), the oak (quercus), the hazel (corylus avellana), the stone pine (pinus pinea) or the rowan tree (sorbus aucuparia).

ÞunaR's home in Alinnôss (in AnsgardaR) is called ÞruðôhaimaR ("world of strength") and is surrounded by clouds.

ÞunaR is connected to the rune Raiþô ("thunder", "ride"), which is a picture of the lightning striking from the sky.

| Mjöllnir ("Crusher") | |
|---|---|
| Type | Bronze hammer (engraved with Raiþô runes) |
| Damage: | D12 |
| Range | 20 (returns to caster's hand if it misses) |

| Spells known to ÞunaR |
|---|
| Alarm Bell |
| Fear |
| Flight |
| Fruit of Nature |
| Hammer |
| Initiate |
| Levitation |
| Magenerþi |
| Snowflake |
| Telekinesis |

### Erþi (♀)

Erþi ("earth"), *alias* "Mother Earth" and "Queen of the Deities", is a goddess of Earth and good health. She is also known as Bistalahô ("the best blood"), Frijjô ("love", "liberate", "free") and Sibijô ("reed"). She is married to TîwaR. She was once called Ferguniô ("who was here first", "mountain"), who is the daughter of Nahti and WumîaR, and she is the mother of ÞunaR, HaimadalþaR, Îþund, HadnuR and WîdanaR. She is born on the Vernal Equinox (the 1st day of Braiðôblika).

Her temple is called "The Temple of the Earth" and is recognized by a picture of a loving and caring mother with an infant in her arms. The temple is built around or near a tree sacred to Erþi, such as the yew (taxus baccata), the ivy (hedera helix), the fig tree (ficus), the spruce (picea abies) or the cypress (cupressus sempervirens).

Erþi's home in Alinnôss (in AnsgardaR) is called GlîtnijaR ("sparkling") and is as large as the sky and as bright as the Sun itself. She lives there with TîwaR, Manan, Furasitan and SuwilaR.

Erþi is connected to the rune Berkô ("birch" and "shining"), which is a picture of a pregnant woman or the breasts of a woman

| MeldunjaR ("Smasher") | |
|---|---|
| Type | Wooden club |
| Damage: | D8 (+D4 Cold damage) |
| Range | 10 (returns to caster's hand if it misses) |

| Serving the Deities |
|---|
| The light elves are the messengers of the deities, the nymphs the servants of the deities and the dark elves the (unwilling) craftsmen of the deities. So what are the humans to the deities? Pawns in a divine game? Mere worshippers feeding their divine egos? Potential immortals? Their troubled children? Who knows? |

| Spells known to Erþi |
|---|
| Calm Creature |
| Conscience |
| Courage |
| Cure Malaria |
| Cure Trauma |
| Discover Poison |
| Dispel |
| Ettin Eyes |
| Fruit of Nature |
| Fulgjôn |
| Hammer |
| Heal |
| Initiate |
| Magenerþi |
| Mistletoe |
| Moss Mask |
| Neutralise Poison |
| Petrifaction |
| Remove Curse |
| Remove Paralysis |
| Resist Disease/Resist Poison |
| Restoration |
| Resurrection |
| Reverse Petrifaction |
| Sanctuary |
| Sacred Ground |
| Sorcerous Sleep |
| Summon Creature |
| Telekinesis |
| Trojan Horse |
| Wall of Thorns |

### HadnuR (♂)

HadnuR ("hide", "hood"), *alias* "Lord of the Dead" and "The Dark God", is a god of death and duelling. He is also known as ÎwaR or ÎwanaR ("yew", "bow", "archer"), Fanjarias ("fenced in rider", "fenced in torment"), Managarmas ("Moon swallower") and Wulþus ("wool", "cover", "surround"). He is married to Haljô and is a son of Erþi and WôðanaR. He is born the 13th day of ÎwadalaR.

His temple is called "The Temple of Night" and is recognized by a picture of a dead man's skull. The temple is built around or near a tree sacred to HadnuR, such as the yew (taxus baccata) or cypress (cupressus sempervirens).

HadnuR's home (in HaljôhaimaR) is called ÎwadalaR ("archer valley", "rain valley") and is located next to Haljô's palace.

HadnuR is connected to the rune ÎwaR ("yew", "archer", "bow"), which is a picture of a waning Moon – taking everything it can swallow with it to the realm of death.

| Nâttbogi ("Night bow") | |
|---|---|
| Type | Short self bow |
| Damage: | D12 (+D4 Cold damage) |
| Range | 55 |

| Svartsverð ("Black Sword") | |
|---|---|
| Type | Curved short sword (engraved with TîwaR runes) |
| Damage: | D12 + 1 (+D4 Cold damage) |

| Spells known to HadnuR |
|---|
| Calm Creature |
| Create Nâr |
| Create Wight |
| Curse |
| Hood of HadnuR |
| Initiate |
| Malaria |
| Mask |
| Poison |
| Sorcerous Shape |
| Summon Creature |
| Trojan Horse |
| Troll Fear |

### HaimadalþaR (♀/♂)

HaimadalþaR ("world tree", "tree above the bed"), *alias* "Ruler of the World" and "The White God[1]", is a hermaphroditic deity of time and reward. He is the son of TîwaR and Erþi and fathered man with Skuldi, Wirþandin and WurþijôR. He is born the 13th day of Hemenaberga.

His temple is called "The Temple of Time" and is recognized by a picture of a rainbow, a wheel or a bridge. The temple is built around or near a tree sacred to HaimadalþaR, such as the apricot tree (prunus armeniaca), the pine (pinus sylvestris), the holly (ilex aquifolium) or mulberry tree (morus).

HaimadalþaR's home in Alinnôss (in AnsgardaR) is called Hemenaberga ("heaven mountain", "hidden mountain"), and is located by the entrance to Alinnôss.

HaimadalþaR is connected to the rune Gebô ("gift") which is a picture of two pairs of wings – always moving, like time; when one wing pair rests the other one moves.

[1]Both BalðuR and HaimadalþaR are called the White God.

**"Haste makes waste."**

| Stilla ("Silencer") | |
|---|---|
| Type | Curved short sword (engraved with TîwaR runes) |
| Damage: | D10 + 1 (+D4 Cold damage) |

| Spells known to HaimadalþaR |
|---|
| Alarm Bell |
| Calm Creature |
| Clairaudience/Clairvoyance |
| Conscience |
| Courage |
| Create Stone Guardian |
| Cure Malaria |
| Cure Trauma |
| Curse |
| Disclose Observation |
| Discover Poison |
| Dispel |
| Divine Language |
| Divine Senses |
| False Sound |
| Fear |
| Flight |
| Fulgjôn |
| Fumble-Foe |
| Ghost Feet |
| Heal |
| Heat Signature |
| Illusion |
| Initiate |
| Levitation |
| Mask |
| Mind Control |
| Mind Reading |
| Mistletoe |
| Observation |
| Paralyse |
| Remove Curse |
| Remove Paralysis |
| Sanctuary |
| Sacred Ground |
| Silence |
| Snowflake |
| Sorcerous Shape |
| Sorcerous Sleep |
| Spirit Voice |
| Summon Creature |
| Telepathy |
| Teleportation |
| Trojan Fortress |
| Trojan Horse |
| Veil |
| Void Travel |

### Manan (♀)

Manan ("wanderer", "measure"), *alias* "The Wanderer" and "Princess of the Deities", is a goddess of the Moon, sorcery and death. She came from TîwaR. She is born on the Autumnal Equinox.

Her temple is called "The Temple of the Wanderer" and is recognized by a picture of a Moon or a unicorn. Her temple is built around or near a tree sacred to Manan, such as the elm (ulmus glabra), the yew (taxus baccata), the cherry tree (prunus cerasus), small-leaved lime (talia cordata), maple (acer) or willow (salicaceae).

Manan's home in Alinnôss (in AnsgardaR) is called GlîtnijaR ("sparkling") and is as large as the sky and as bright as the Sun itself. She lives there with TîwaR, Erþi, Furasitan and SuwilaR.

Manan is connected to the rune EwaR ("horse"), which is a picture of a horse in horizontal flight across the sky – pulling the Moon.

| Sigôr ("Sickle") | |
|---|---|
| Type | Sickle (engraved with TîwaR runes) |
| Damage: | D8 (+D4 Cold damage) |

| Spells known to Manan |
|---|
| Calm Creature |
| Clairaudience/Clairvoyance |
| Conscience |
| Courage |
| Cure Malaria |
| Cure Trauma |
| Discover Poison |
| Dispel |
| Fulgjôn |
| Heal |
| Illusion |
| Initiate |
| Light |
| Manipulate Water |
| Mask |
| Neutralise Poison |
| Observation |
| Purify Nutrition |
| Remove Curse |
| Remove Paralysis |
| Resist Disease/Resist Poison |
| Restoration |
| Resurrection |
| Sanctuary |
| Sacred Ground |
| Summon Creature |
| Telepathy |

**NerþuR (♀)**

NerþuR ("thirst from below"), *alias* "Mistress of the Ocean", is a goddess of the sea and wealth. She is married to Skanþan, she came from Ferguniô and mothered Fraujôn and FraujaR – she also mothered WurþijôR and the other nymphs. She is born the 13th day of Nôwatuna.

Her temple is called "The Temple of Wealth" and is recognized by a picture of a source, a cup or a jar. Her temple is built near the sea and seaweed (fucales), which is sacred to NerþuR.

NerþuR's home near the coast (in AnsgardaR) is called Nôwatuna ("ship town") and is a floating underwater fortress guarded by sea nymphs and dolphins.

NerþuR is connected to the rune LaguR ("water", "river"), which is a picture of a waterfall.

| Þrîgeirr ("Three spears") | |
|---|---|
| Type | Trident |
| Damage: | D12 + 3 (+D4 Cold damage) |

| Spells known to NerþuR |
|---|
| Calm Creature |
| Fog |
| Fruit of Nature |
| Grace of NerþuR |
| Initiate |
| Lung of NerþuR |
| Malaria |
| Manipulate Water |
| Poison |
| Summon Creature |
| Trojan Horse |

**Furasitan (♂)**

Furasitan ("front seat", "judge seat", "feast"), *alias* "The Judge", is a god of justice. He is also known as HôniR ("song", "allure [with song]", "give sign") and Wîhan ("the one who separates", "sacred"). He is a son of Erþi and BuraR. He is born the 13th day of GlîtnijaR.

His temple is called "The Temple of Justice" and is recognized by a picture of a seat or a throne. The temple is built around or near a tree sacred to Furasitan, such as the cedar (cedrus) or thistle (circium).

Furasitan's home in Alinnôss (in AnsgardaR) is called GlîtnijaR ("sparkling") and is as large as the sky and as bright as the Sun itself. He lives there with TîwaR, Erþi, Manan and SuwilaR.

| Vindspjôt ("Wind spear") | |
|---|---|
| Type | Spear (engraved with TîwaR runes) |
| Damage: | D10 +2 (+D4 Electricity damage) |
| Range | 20 |

| Spells known to Furasitan |
|---|
| Divine Senses |
| Fog |
| Initiate |
| Lightning |
| Manipulate Weather |
| Manipulate Wind |
| Whirlwind |
| Wind Gust |

**Fraujôn (♀)**

Fraujôn ("love", "liberate", "free"), *alias* "The Lady" and "The Liberated", is a goddess of love, freedom, youthful beauty and health. She is married to her brother FraujaR. She is the daughter of Skanþan and NerþuR and mothered the light elves. She is born the 13th day of FulkawangiR (on the Summer Solstice).

Her temple is called "The Temple of Love" and is recognized by a picture of a wagon, a pentagram or a rose. The temple is built around or near a tree sacred to Fraujôn, such as the cherry tree (prunus cerasus), the small-leaved lime (talia cordata) or the maple (acer).

Fraujôn's home in Alinnôss (in AnsgardaR) is called FulkawangiR ("people meadow"). Only those invited into her home can ever gain access.

Fraujôn is connected to the rune Jêra ("year", "good year"), which is a picture of a married couple lying next to each other.

| Nagl ("Nail") | |
|---|---|
| Type | Short seax (engraved with TîwaR runes) |
| Damage: | D10 (+D4 Cold damage) |

| Spells known to Fraujôn |
|---|
| Alarm Bell |
| Calm Creature |
| Charm |
| Curse |
| False Sound |
| Hostility |
| Ice Heart |
| Initiate |
| Mind Control |
| Night Vision |
| Paralyse |
| Silence |
| Sorcerous Shape |
| Sorcerous Sleep |
| Spirit Voice |
| Summon Creature |
| Trojan Horse |

**FraujaR (♂)**

FraujaR ("love", "liberate", "free"), *alias* "The Lord" and "The Liberated", is a god of good health, youthful strength and freedom. He is the son of Skanþan and NerþuR and fathered the light elves. He is born the 13th of AlbahaimaR.

His temple is called "The Temple of the Elves" and is recognized by a picture of grapes or a deer antler. The temple is built around or near a tree sacred to FraujaR, such as the ivy (hedera helix) or fig tree (ficus).

FraujaR's home in Alinnôss (in AnsgardaR) is called AlbahaimaR ("white world", "elf world") and is surrounded by fields and meadows.

FraujaR is connected to the rune InguR ("meadow friend"), which is a picture of a married couple making love in the meadow.

| Skîrnir ("The Shining") | |
|---|---|
| Type | Long seax (engraved with TîwaR runes) |
| Damage: | D12 (+D4 Cold damage) |

| Spells known to FraujaR |
|---|
| Calm Creature |
| Charm |
| Divine Senses |
| Fruit of Nature |
| Illusion |
| Initiate |
| Mind Control |
| Mistletoe |
| Night Vision |
| Paralyse |
| Silence |
| Sorcerous Sleep |
| Summon Creature |
| Totem Animal |
| Veil |

**Sagôn (♀)**

Sagôn ("seek [knowledge]"), *alias* "The Storyteller", is a goddess of lore and art. She was born as she emerged from the forehead of WôðanaR the 13th day of SinkwabankiR.

Her temple is called "The Temple of Lore" and is recognized by a picture of an owl. The temple is built around or near an olive tree (olea europaea), a tree sacred to Sagôn.

Sagôn's home in Alinnôss (in AnsgardaR) is called SinkwabankiR ("deep creek", "sinking creek") and is a cold and wet place.

Sagôn is (like WôðanaR) connected to the rune AnsuR ("spirit"), which is a picture of a harpoon/spear point used for hunting and fishing (attaching the spirit to the body and lore to the mind).

| Vindspjôt ("Wind spear") | |
|---|---|
| Type | Spear (engraved with TîwaR runes) |
| Damage: | D10 +2 (+D4 Electricity damage) |
| Range | 20 |

| Spells known to Sagôn |
|---|
| Alarm Bell |
| Calm Creature |
| Clairaudience/Clairvoyance |
| Cure Malaria |
| Cure Trauma |
| Disclose Observation |
| Discover Poison |
| Divine Language |
| Heal |
| Heat Signature |
| Illusion |
| Initiate |
| Mask |
| Mind Reading |
| Neutralise Poison |
| Observation |
| Remove Curse |
| Resist Disease/Resist Poison |
| Restoration |
| Resurrection |
| Summon Creature |
| Telepathy |

| Eldvîð ("Fire Wood") | |
|---|---|
| Type | Wooden club |
| Damage: | D8 (+D4 Heat damage) |

| Spells known to Walan |
|---|
| Initiate |
| Mask |
| Silence |
| Sorcerous Sleep |
| Telepathy |
| Trojan Horse |

**WîdanaR (♂)**

WîdanaR ("wood", "wide forest"), *alias* "The King of the Forest" and "The Silent God", is a god of balance (revenge). He is also known as AlgiR ("elk"). He is a son of Erþi and WôðanaR. He is born the 13th day of LandawîduR.

His temple is called "The Temple of the Elk" and is recognized by a picture of an elk or a boot. The temple is built around or near a spruce (picea abies), a tree sacred to WîdanaR.
WîdanaR's home is located in the forest of Thulê (in AnsgardaR), and is made up of the forest itself, where he travels restlessly and in silence.

WîdanaR is connected to the rune Alcis ("elk"), which is a picture of elk antlers.

| Handsterkr ("Strong Hand") | |
|---|---|
| Type | Battle glove |
| Damage: | D8 (+D4 Cold damage) |

| Spells known to WîdanaR |
|---|
| Alarm Bell |
| Calm Creature |
| Curse |
| Divine Senses |
| Fear |
| Fruit of Nature |
| Fumble-Foe |
| Ghost Feet |
| Heat Signature |
| Initiate |
| Mistletoe |
| Purify Nutrition |
| Silence |
| Summon Creature |
| Telepathy |
| Totem Animal |

**WôðanaR (♂)**

WôðanaR ("to blow", "to inspire", "spiritually arousing"), *alias* "The Furious God", is a god of death, initiation, war, sorcery and eloquence. He is also known as DalþinguR ("beautiful", "daring"). He is married to Nahti, is a son of Erþi and BuraR, is the father of AustaR, BalðuR, HadnuR, Îþund, Walan (in human form) and WîdanaR, and he is the origin of Sagôn. He is born the 13th day of GlaðashaimaR.

His temple is called "The Temple of Fury" and is recognized by a picture of a spear's point or a burial mound. The temple is built around a tree sacred to WôðanaR, such as the ash (fraxinus excelsior) or the juniper (juniperus communis).

WôðanaR's home in Alinnôss (in AnsgardaR) is called GlaðashaimaR ("shining light world"), where he lives with Nahti and where the stars, the Moon and the Sun shines.

WôðanaR is (like Sagôn) connected to the rune AnsuR ("spirit"), which is a picture of a spear point used for hunting and fishing (attaching the spirit to the body and lore to the mind).

| Vindspjôt ("Wind spear") | |
|---|---|
| Type | Spear (engraved with TîwaR runes) |
| Damage: | D10 +2 (+D4 Electricity damage) |
| Range | 20 |

| Spells known to WôðanaR |
|---|
| Calm Creature |
| Fear |
| Hostility |
| Initiate |
| Mask |
| Mistletoe |
| Seven-Miles-Boots |
| Sorcerous Shape |
| Summon Creature |
| Totem Animal |
| Trojan Horse |
| Troll Fear |

**The Other Deities**

The other deities have the same stats as the sympathetic deities, unless otherwise stated. The unsympathetic deities can not cast any spells unless otherwise stated.

**AgijaR (♂)**

AgijaR ("sharp", "scary", "terrifying"), *alias* "Lord of the Sea", is a god of the sea. He came from Beleþôrn and fathered Skanþan. He is born on the New Year's Day.

He has no temple of his own, but is often pictured as a large cauldron or a mug of beer.

AgijaR home in the wilderness, in EtunahaimaR ("world of hunger"), is called AgijahaimaR ("terrifying world") and is a palace in the distant seas, far from the coast.

AgijaR is connected to the rune HagalaR ("hail" and "transition"), which is a picture of hails and rain from the sky.

AgijaR has the same stats as a Huge Kraken.

**Auþôhumblôn (♀)**

Auþôhumblôn ("sound blowing next to"), *alias* "The Silence", is a goddess of silence. She came from the void, is the mother of Haljô, Nahti and WumîaR, and is the origin of TîwaR. She is born on the New Year's Day.

She has no temple of her own, but is often pictured as a cow.

Nobody knows where her home is or even if she still exists.

Auþôhumblôn is connected to the rune Fêhu ("cattle"), which is the picture of the horns of a cow.

### Beleþôrn (♂)

eþôrn ("bad branch" or "bad thorn"), *alias* "Lord of the ns", is a god of sorcery. He is also known as unagandaR ("animated staff", "animated proto-ox"). He once WumîaR but changed and became Beleþôrn, when mîaR was mutilated and cast down into the abyss by the pathetic deities. He is the origin of AgijaR. He is born on New Year's Day.

has no temple of his own, but is often pictured as a giant rn or a mistletoe.

eþôrn's home in the wilderness, in EtunahaimaR ("world of ger"), is called Huddamîmas HultaR ("the grove where the den past moves") and is an underwater and underground ress, some place in the depth of the ocean.

eþôrn is connected to the rune ÞursaR ("thirst"), which is a ure of a thorn.

eþôrn has the same stats as a Green Dragon.

### BuraR (♂)

aR ("equip", "initiate", "put into motion", "who is born"), "The Initiator", is a god of creative intelligence. He is also wn as MannR ("man", originally "think"). He came from aR and is the father of Furasitan, ÞunaR and WôðanaR. He rn the 13th day of Walaskelbijô.

has no temple of his own, but is often pictured as a pair, a and a woman, kissing.

body knows where his home is or even if he still exists.

aR is connected to the rune MannR ("man", originally nk"), which is a picture of a man and a woman kissing.

### Îþund (♀)

nd ("laborious", "industrious", "who wants to work"), *alias* e Meadow Maiden", is a goddess of fruit and the meadow. is also known as Nanþan ("eagerness", "enterprising", lustrious"). She is married to BalðuR and is a daughter of and WôðanaR. She is born the 13th day of Braiðôblika.

has no temple of her own, but is often pictured as a lyre or wer garland.

nd's home in Alinnôss (in AnsgardaR) is called Braiðôblika de glimpse"), and nothing impure is allowed in (meaning those with BalðuR as their favourite deity can enter). In ðôblika characters can ask Îþund for permission to eat from her tree, the Tree of Youth. This fruit grants youth to e who eat it. For every fruit you eat you grow one year nger, but you can only eat one fruit each year (lest you die shock). The fruit will also heal all wounds, remove all ases and neutralise all poisons, and it even lifts curses matically. The fruit can be brought out from Braiðôblika, will never rot. Although only the Apollonian can enter ðôblika and harvest this fruit, they can give it away to rs as they see fit.

nd is connected to the rune DagaR, which translates as venly light" and is a picture of an hour glass.

Îþund can cast all the spells BalðuR can cast unless otherwise stated.

### AustaR (♂)

AustaR ("leave [the realm of death]"), *alias* "The Dawn", is a god of the dawn. He is a son of Nahti and WôðanaR. He is born the 13th day of Braiðôblika.

He has no temple of his own, but is often pictured as a Sunrise.

AustaR is connected to the rune Berkô ("birch" and "shining"), which is a picture of a pregnant woman or the breasts of a woman.

### Haljô (♀)

Haljô ("hide", "death", "rescue"), *alias* "The Hidden" and "The Mistress of the Dead", is a goddess of death and passion. She is also known as RindiR ("ditch in the ground", "earth edge"). She is married to HadnuR, she is the daughter of Lukan and Auþôhumblôn, and she is the mother of Walan and the origin of the huldas. She is born the 13th day of ÎwadalaR.

She has no temple of her own but is often pictured as a key.

Haljô's home (in HaljôhaimaR) is called IledniaR ("the wet from rain") and is a palace located nine roads from the surface of the Earth. Her cave entrance is guarded by a huge undead dog, GarmaR ("bad", "angry"). A bridge leading across the river of forgetfulness is guarded by an ettin woman, Mudgudô ("high spirit", "much courage"). To get across without a fight you need to either bribe her with one golden nugget or sneak past her.

Haljô is connected to the rune ÎsaR ("ice"), which is a picture of an icicle.

Female characters can in IledniaR ask Haljô to turn them into a hulda. See **Trolls** (**The Creatures & Phenomena of Thulê**).

Haljô can cast all the spells HadnuR can cast unless otherwise stated.

### Lukan (♂)

Lukan ("lightning", "light", "flash of light"), *alias* "The Limping God" and "Lord of the Dwarves", is a god of crafts and in particular blacksmithing. He is also known as Narwan ("corpse", "walking dead", "dead"). He came from the fog and is the father of Haljô, WumîaR and Nahti. He is born on the New Year's Day.

He has no temple of his own, but he is often pictured as a lightning bolt or an anvil.

Lukan's home (in Gemahlewa) is called NebulahaimaR ("fog world"), where his famous forge is located.

Those who manage to find Lukan and his forge can pay him to forge powerful items. Sorcerous weapons and armour, strange rings, hats and anything your mind can imagine. Lukan has +20 Fortitude proficiency *when enchanting items* and +13 Crafts proficiency and has tools (of divine quality, made by himself) giving him a +5 mod to Crafts. See **Item Quality** (**The Land of Thulê**). See the skill Fortitude.

Lukan is connected to the rune Raiþô ("thunder", "ride"), which is a picture of the lightning striking from the sky.

Lukan can cast all the spells HadnuR can cast unless otherwise stated.

### Nahti (♀)

Nahti ("night", "dead"), *alias* "Queen of the Night", is a goddess of the night. She is married to WôðanaR, she is a daughter of Lukan and Auþôhumblôn and is the mother of AustaR, BalðuR and Ferguniô (Erþi). She is born on the New Year's Day.

She has no temple of her own, but is often pictured as the starlit sky.

Nahti's home in Alinnôss (in AnsgardaR) is called GlaðashaimaR ("shining light world"), where she lives with WôðanaR and where the stars, the Moon and the Sun shines.

Nahti is connected to the rune ÎsaR ("ice"), which is a picture of an icicle.

### Ferguniô (♀)

Ferguniô ("who was here first", "mountain"), *alias* "The Mountain", is a goddess of the mountain and natural beauty. She was young and barren, but changed and became Erþi. She is the origin of NerþuR and is a daughter of WumîaR and Nahti. She is born on the Vernal Equinox (the 1st day of Braiðôblika). Even though she changed and became Erþi, Ferguniô still exists.

She has no temple of her own, but is often pictured as a caring mother (without a child).

Ferguniô lives with and is a part of Erþi.

Ferguniô is connected to the rune Wina ("joy" and "beauty"), which is a picture of a woman.

### Skuldi (♀)

Skuldi ("committed", "guilt"), *alias* "The Future", is a goddess of destiny and guilt. She came from a Fairling (represented in mythology by HaimadalþaR) and Wirþandin. She is born on the New Year's Day.

She has no temple of her own, but is often pictured as a net. Nobody knows where her home is.

Skuldi is connected to the rune Nauþi ("need"), which is a picture of a man with a rope around his waist, symbolizing man's slavery under destiny.

### SwartaR (♂)

SwartaR ("black"), *alias* "Lord of the Subterranean Fire", is a god of darkness and earthly fire. He came from the world of fire. He is born on the New Year's Day.

He has no temple of his own, but is often pictured as light surrounded by darkness.

SwartaR's home (in Gemahlewa) is called MuspilþahaimaR ("fire world") and is a lava-filled cavern deep inside in the centre of the Earth.

SwartaR is connected to the rune Kauna ("ken" and "mound"), which is a picture of light coming in through a small opening.

SwartaR has the same stats as a Fire Ettin.

### Wirþandin (♀)

Wirþandin ("turn", "bend"), *alias* "The Present", also called Stainna ("stone"), is a goddess of destiny and the moment. She came from a Fairling (represented in mythology by HaimadalþaR) and WurþijôR. She is born on the New Year's Day.

She has no temple of her own, but is often pictured as a ball of yarn. Nobody knows where her home is.

Wirþandin is connected to the rune Nauþi ("need"), which is a picture of a man with a rope around his waist, symbolizing man's slavery under destiny.

### WumîaR (♂)

WumîaR ("weak sound", "sound", "vomit", "sick"), *alias* "The Sound" and "The Boom", is a god of creation. He is also known as AnaraR ("the second"). He is a son of Lukan and Auþôhumblôn. He was a giant glacier or other ice object covering all the land in the North, when he was cast down into the abyss and changed into Beleþôrn, and he is the origin of the dark elves and the ettins. He was born on the New Year's Day.

He has no temple of his own, but is often pictured as a proto-ox or a huge proto-kraken constantly dripping drops (ettin stone hearts), turning into all kinds of terrible, cruel and grotesque ettin creatures.

WumîaR's home in the wilderness, in EtunahaimaR ("world of hunger"), is called Huddamîmas Hultas ("the grove where the hidden past moves") and is an underwater and underground fortress, some place in the depth of the ocean.

WumîaR is connected to the rune ÛruR ("proto-ox") which is a picture of an ox.

As Beleþôrn he has the stats of a Green Worm, but as WumîaR, he has the stats of a Huge Kraken.

### WurþijôR (♀)

WurþijôR ("water", "liquid", "milk"), *alias* "The Past", is a (serpent) nymph goddess of destiny and responsibility. She is also known as Genþablarda ("false deceiver") and Medusa or Vörða ("guardian", "protectress"). She came from NerþuR. She is terribly ugly and brown like a snake, she has snake-like hair on her head and every man who looks upon her turns to stone. She is born on the New Year's Day.

She has no temple of her own, but is often pictured as a spinning wheel. Nobody knows where her home is.

WurþijôR is connected to the rune Nauþi ("need"), which is a picture of a man with a rope around his waist, symbolizing man's slavery under destiny.

# The Thulêan Calendar

### Walaskelbijô

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### Hemenberga

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | **8** 25 | 26 | 27 | 28 |

### LandawiduR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### SinkwabankiR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### PruðôhaimaR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### Braiðôblika

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| ∞ 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### Nôwatuna

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### GlitnijaR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### FulkawangiR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **8 13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### AlbahaimaR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### GlaðashaimaR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | **27** | 28 |

### ÞrimahaimaR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| ∞ 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### ÎwadalaR

| Sun-day | Mon-day | Tues-day | Wednes-day | Thurs-day | Fri-day | Satur-day |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | **13** | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |

### NuhieradagaR

1 or 2 days

**8** = Solstice

∞ = Equinox

Winter Darkness

Midnight Sun

Rather than just describe the high festivals in Thulê we need to separate between the Religious and the Traditional high festivals.

Before all (both Traditional and Religious) high festivals the (in Traditional communities) May Queen or (in Religious communities) the youngest Maenad leads a procession of men and women, boys and girls, collecting food for the celebration (but no meat is collected if there is a lent). All men and boys wear women's clothing (robes) and all women and girls men's clothing on the upper body (to symbolize the androgynous spirits). This custom is archaic, but is still practised.

A May pole, a so-called high, is also always erected on the high festivals (hence the name; high festival) and everyone eats well, and (unless there is a lent) they also sing and dance.

**Wedding**

All normal weddings are carried out just like the high festival Valborg's Night, and always on a Sunday. Most normal weddings are held on Valborg's Night.

**Burial**

All normal burials are carried out just like the burial of the summer/BalðuR on the high festival Winter Night Ship, and always on the 1st Sunday after the 1st full Moon after death. If placed in a burial mound, a jar with corn or pebbles (collected on the Summer Solstice from a sacred source) is placed next to or under the head of the dead person, to protect him from malevolent spirits trying to possess his body. The malevolent spirits are very stupid and can only count to three, so if more than three corns or pebbles are placed in the jar they will be too busy trying to count all the corns/pebbles to ever be able to possess the body. Whenever they count three corns or pebbles they have to start all over again, and are thus kept busy for all eternity. Individuals not buried with such a jar next to or under their heads are easily possessed by malevolent spirits. See the spells Create Wight and Create Nâr.

**Birthday (for each deity)**

All the Religious birthdays are celebrated in the same manner. Everyone dances and sings around the burial mounds and the deity (i. e. a Bard impersonating the deity) rises naked from a burial mound when the Sun rises that day.

## The Tradition

**Hallow Evening** (*alias* Samhain)

On the night of the 1st of Walaskelbijô, New Year's Day to Sunday morning and until Sunrise the 9th day of Walaskelbijô

In order to get a name for themselves and become "real men" (finally removing the -4 mod to Healing given to them) the Traditional children of Thulê need to go through an initiation. See the Autumnal Equinox. (Religious children automatically get rid of this when they are defined as adults, i. e. when Natives are around 15-16 years old.)

Those who have no mistletoe must wait until the next year's Hallow Evening before they can go through this initiation.

**Mistletoe**

How to find a mistletoe in Thulê? They are fairly common in Thulê, so the myth master can ask the player to test his character's Perception skill against DD 8 every 2 hours he spends in the wilderness looking for one. A Semi-Success or better means he has found one.

They dress up to look like the dead and travel to the burial caves or burial mounds (i. e. man-made caves) to collect the weapons and other valuable possessions the dead were buried with. Thulê is a culture based on *hamingja* (meaning "luck" and "honour", from Old Thulêan *hamagange*, "shape walking"), meaning they believe in reincarnation, but only the good and honourable dead are reborn, because only the good and honourable are chosen to be reborn by the children, who go into the burial mounds to collect the properties of the dead they "choose" to become (or recognize as themselves). The children who aspire to become real men must:

I. Blow in a (bronze) lure or whistle to open up the gate surrounding the burial mound.

II. Hang their clothes in the tree growing on the burial mound as a symbol of their own death.

III. Slaughter a cow on the burial mound.

IV. Use the mistletoe (=the life force of the best, purest, most innocent and most honourable [oak] spirit) as a key to gain access to the burial mound. They bring this to show that they are pure and innocent and that they have killed the honourable child in them, and they are now ready to become real men. They must enter naked and unprotected.

V. The children who have the courage to go through all of this meet a blood-stained (from the slaughtered cow's blood) woman dressed in a bear skin, playing the role of the she-bear spirit in the realm of death (i e. the grave), teaching them secret and sacred verses and riddles that they need to memorize and solve in order to become real men.

VI. They leave the burial mound after the first night there to hunt predatory animal (originally adult male bears), to dress the dead person, that they have chosen to be reborn as, in a (bear) skin, so that he can impregnate the she-bear. When the hunters need to rest during this Wild Hunt they return to the burial mound and learn more from the she-bear spirit. They also sleep there; they need to be in her womb in order for her to give birth to them later on. If they manage to kill a bear or another predatory animal within nine days, before Sunrise on the 9th day of Walaskelbijô, they have been chosen, and they take the skull (i. e. the mind and spirit) of the dead person in the burial mound and the thigh-bone (i. e. the life-force, the ability to walk and run [=to live]) of the killed bear/animal.

The chosen are no longer considered to be alive, since they symbolically killed themselves and entered the realm of death, so they sleep in the burial mound, all the time dressed in the hides of the animals they killed, until Yule, and only leave during the day to hunt and forage – although they are often fed by their kin as well, who leave beer and porridge and the like on the burial mound for the ones inside. Those who fail to

kill a predatory animal will instead return to (ordinary) life by putting back on the clothes they hung in the sacrificial tree, to regain the life force they had before they entered the realm of death. They will have to wait until next year's Hallow Evening to be given a new chance to become real men.

**Bear Evening**
On the night of the 9th of Walaskelbijô
This is seen as the day the pregnant she-bear hibernates and because of that it is no longer possible for any children to be chosen by her. There is no longer any direct contact between the living and those inside the burial mound. The she-bear actress leaves the grave. The child inside is left to fend for itself.

**Yule** (Wheel)
From the night of the 25th of Hemenaberga to the night of the 8th of LandawîduR
Is made up of the high festivals Winter Solstice and Fire Tasting Day and the days in-between.

**Winter Solstice**
On the night of the 25th day of Hemenaberga
The female bear is said to give birth to her cubs on the Winter Solstice, so just as the Sun rises on the Winter Solstice morning and enters the innermost burial chamber the lady of the house walks three times around the house deasils with a pine (pinus sylvestris) wand and declares (with song) that all the spirits of the dead are welcome home again. The children (or rather those still alive...) who were left to sleep in the burial mounds and fend for themselves after Hallow Evening return home; they are re-born, by the she-bear as the Sorcerer tears their bear costumes off them (to signal that they are no longer in the she-bear's womb) and they put back on their clothes (still hanging in the sacrificial tree). The children who didn't survive this ordeal are collected and cremated by the she-bear actress.

The children are gathered and escorted (or if cremated; carried in some sort of a container) by the local Sorcerer and they travel around to their respective homes, until the Sorcerer has "delivered" them all to their parents, along with the gifts they brought from the burial mound. The gifts collected by those cremated are instead returned to the entrance of the burial mound where they collected them (to be collected by others who may wish to be reborn as the dead resting inside). They eat the food placed on the tables especially for them and are allowed to sleep in their parents' beds (who sleep on the floor this night).

The children who return are named after the person they chose to be reborn as and are finally seen as real men. The noble dead has returned. In the days until Fire Tasting Day they walk around from house to house to greet their neighbours and introduce themselves with their new names. They receive food items as gifts and it is a great shame not to give anything to these brave children.

**"Ignorance is curable. Stupidity is not."**

**Fire Tasting Day**
On the night of the 8th day of LandawîduR
The lady of the house walks three times around the house widdershins with a juniper (juniperus communis) wand and declares (with song) that all the spirits of the dead not belonging there have been sent back to the realm of death.

The Sun is starting to grow stronger, after Winter Solstice, and the lady drinks beer from a bowl and throws the rest into the fire before she says something like: "So high my fire, and not higher or hotter", to make sure the Sun's fire does not become too strong and burns up the entire world.

**All Heart's Day**
On the night of the 22nd day of SinkwabankiR
This day is seen as the day the birds start to mate. The birds are seen as manifestations of the spirits.

This is the day all spirits fall in love; in the realm of death, on the Earth, under the surface of the Earth and in the Sky. Those in love give a romantic gift to the one they love.

**White Sunday Week** (*alias* Imbolc)
From the night of the 1st to the night of the 7th day of ÞruðôhaimaR
White Sunday Week is made up of White Sunday, White Queen Monday, White Tuesday, Ash Wednesday, Cleaning Thursday, Long Friday and Dirty Saturday.

**White Sunday**
On the night of the 1st day of ÞruðôhaimaR
This is the first day of spring and everyone has their behinds whipped with birch branches, to transfer the strength of nature to man; to make everyone strong and to purify them.

**White Queen Monday**
On the night of the 2nd day of ÞruðôhaimaR
The whole day is spent collecting pork, eggs and baked goods for the great bride's race. Everyone dresses in white and the ladies and girls wear many-coloured ribbons and flower garlands. The party travels from farm to farm, dancing and singing as they travel. The May King and the May Queen are riding a wagon. When they stop to ask for food donations the May Queen is the one doing the talking. The ladies and girls sing "Bride, bride, most beautiful bride", to invite all beautiful noble maidens (i. e. the girls who have not yet menstruated) to the bride's race, and the men encourage all noble Sorcerers (who are the only ones who can challenge the May King in the first place) they meet to show up. The men and boys wear women's clothes (robes) and the women and girls men's clothes on the upper body, to represent the androgynous spirits of nature.

**White Tuesday**
On the night of the 3rd day of ÞruðôhaimaR
A carnival (Latin: "farewell to the meat") is arranged and all the food collected the day before is eaten. The noble maidens arrange a bride's race, a beauty contest, between them. A girl or woman chosen by lottery gives an apple to the one she thinks is the most beautiful one amongst them. The most beautiful one is declared the May Bride. She also decides who is the second most beautiful of them, who will become the May Maiden. Female player characters are adults, so they can not become May Queens.

To win the right to challenge and perhaps replace the May King and marry (and kiss) the May Bride the noble men must bring their own mistletoes, collected from an oak tree on the Autumnal Equinox. This is their key to the arena, the life force of the May King that they need to bring to make him vulnerable to them. See the spell Mistletoe.

All the May King's challengers and the May King himself competes in a number of games, including ring games (knight's games), spell-casting competitions, word games, knowledge games and the like. The one who wins the most games becomes the May Groom. The one who comes in second place becomes the May Groom Boy. If there is a tie the two best men need to decide who is to become the winner by engaging in a wrestling or boxing match. The May King only needs to participate in these games if there is at least one challenger, but if there is at least one he must participate. Only adults (i. e. those "reborn" with a name from an honourable dead) can challenge the May King. The May Groom and the May Bride are betrothed.

The May Queen represents the youthful strength and innocence of nature, so she can not menstruate or in any other way bleed, or else nature will suffer. So she will be replaced by one who has not bled the moment she for some reason bleeds. If the May King grows old and weak the innocent nature he protects will be vulnerable, so he needs to be tested and if necessary be replaced by younger and stronger men every year.

**Ash Wednesday**
On the night of the 4th day of ÞruðôhaimaR

The lent starts and lasts until Easter (the 22nd day of Braiðôblika). Everyone puts ash in their hair and abstain from eating meat until Easter. Everyone dresses in their darkest clothes and do not sing, play music or dance until the lent ends.

**Cleaning Thursday**
On the night of the 5th day of ÞruðôhaimaR

Unnamed domestic animals and unnamed children are named this day and the children are given five strokes with a birch branch on their behinds, to make them strong and to purify them.

**Long Friday**
On the night of the 6th day of ÞruðôhaimaR

The children are given five more strokes with a birch branch on their behinds, to make them strong and to purify them. No one is allowed to eat anything until Sunset and everyone must work the whole day.

**Dirty Saturday**
On the night of the 7th day of ÞruðôhaimaR

On this day they all wash themselves and their homes particularly well. The spring has come and you are to meet it with respect.

**Vernal Equinox**
On the night of the 1st day of Braiðôblika

Nature's strength is celebrated and all nobles with a new name (i. e. those who are given a new name on the Winter Solstice and are seen as reborn dead) are given the right to vote. Everyone stops lighting candles or oil lamps in the evening and go to bed at Sunset.

**Easter**
On the night of the 22nd day of Braiðôblika to the 25th day of Braiðôblika

The Easter morning (the 22nd day of Braiðôblika) is seen as the day summer returns after winter. Everyone celebrates by travelling into the mountains to watch the sunrise. It is customary to bring round stones and build beacons, to help the round Sun rise high and fly across the firmament. Eggs and all the dried fruit and berries and other candy left after winter are eaten. Summer has returned, bringing new fruit, and therefore one can freely enjoy the fruits of nature again.

**Procession Day Weekend**
On the night of the 26th day of Braiðôblika to the night of the 28th day of Braiðôblika

Is made up of Procession Day, Second Day Summer and Third Day Summer.

**Procession Day/Summer Day**
On the night of the 26th day of Braiðôblika

The lady of the house/May Queen leads a procession of maidens, decorated with flower garlands. She rides a wagon and is pulled three time around the fields, to ask the spirits of nature for good crops.

She carries a torch, to scare away the harmful spirits and she waters the fields with water from a sacred source. She places food and beer to the spirits of the field, who eat and drink this in the form of animals. Finally she digs a small hole in the ground and pours some corn of all types into the hole. She mixes it with eggs and stirs with a yew or spruce wand. She then sings a song (i. e. casts a spell):

"Wake up, wake up, both field and meadow,
you have slept for a long time now
we have seen both rain and snow
the summer night has come now."

**Second Day Summer**
On the night of the 27th day of Braiðôblika

What was done on the Procession Day/Summer Day is repeated.

**Third Day Summer**
On the night of the 28th day of Braiðôblika

What was done on the Procession Day/Summer Day is repeated.

**Great Procession Day**
On the night of the 8th day of Nôwatuna

What was done on the Procession Day/Summer Day is repeated.

**Valborg's Night** (*alias* Beltane)
On the night of the 13th day of Nôwatuna

The May Groom first (symbolically) kill the old May King, by slashing an idol with a sword, before he can himself become the May King. When he does so, he swears an oath to do something spectacular (known as a "winner's promise"). The

May Groom must then do what he promised to do, if he becomes the new May King. The force and power of the old May King is then transferred (from the old May King) to the May Groom, who becomes the new May King when he pulls the sword from the wooden idol. If the May Groom is unable to get it out (using his right hand only, testing Str against a random DD [see **Skills**]) (to see if the spirits are happy with his victory) the May Groom Boy can try, and if he succeeds (against a new random DD) he will become May King instead. If the May Groom Boy too fails the others who participated in the bride's race can try. The one who succeeds will become the new May King – and he then must do what the May Groom promised to do when he slashed the idol and swore his oath. This is how the spirits of nature choose their King.

The new May King gets the level of the old May King / 3 (rounded up) as a mod to his Stamina skill when he pulls his sword from the wooden idol. He will keep this mod until he is replaced (i. e. symbolically killed) by a new May King.

The old May Queen is also symbolically killed: a wooden idol or a figure of a woman made of straw representing her, is burned, and her power and title is transferred to the May Bride when she takes the sacred cup from the old May Queen.

The old May couple continues a normal life after they have been replaced, or (if they were bad kings and queens) they are banished from the realm and must live like hermits in the wilderness (i. e. become a part of the untouched nature that they represented) for the rest of their lives. On the Hallow Evening the former May Queens enter the burial mounds in their realms and teaches young men the runes (i. e. secrets).

On this day the May Groom and May Bride, who were betrothed on the White Tuesday, marry. They are now declared (new) May King and May Queen respectively, and take over the seats from the old May couple; they take over the power of the realm and are named after the tribe they now govern. See the Sol Invictus comment (page 48). They are seen as married until the next May couple takes over – but it is only a symbolic marriage. Their marital duties are only related to the Tradition. Their main function is to serve the people with their attributes and to lead processions and other high festivals.

The attributes of the May King are: the axe/club/hammer (or sceptre), symbolizing the strength and firmness of Earth (in particular gravity); the crown/halo, symbolizing the power of the Sun; and the sword, symbolizing the lightning transferring the Sun's power from the sky to Earth. He transfers the blessing of the Sky with his sword, and he can bless men by placing his sword on their shoulders (giving them +1 DV and OV until the May King has been killed/replaced). Normally a May King only blesses his own Hirð (see **Bands, Cults & Organisations**). His axe/club/hammer has a + D6 mod to weapon damage, but only when used by him. The crown gives the wearer a -4 Fright mod and also a +1 mod to the spell Manipulate Weather, but only when worn by the rightful May King. See **Weather & Wind (The Land of Thulê)**. At command, the crown can also (at his command) shine brightly when worn by him, and will then light up a 150' radius area around him (forcing those facing him to fight as if in direct sunlight. See Illumination under **Combat Modifications (Combat Rules)**. He *can* use these attributes when competing on the White Tuesday.

The attribute of the May Queen is the cauldron, the cup or the drinking horn, which she uses to pour good health over the world. Everyone who drinks from it heals 3D6 HP (effect after D6 minutes), gets a +2D6 mod to Poison and Disease resistance until the next waning Moon, and all poison, disease and curse effects are removed. Pregnant women who drink a dose of water (or other drink) from this cup are more (+D6 mod) likely to survive childbirth (Con test against DD 8). Normally the May Queen only lets important individuals of her own tribe drink, and she serves them according to their rank (with the May King drinking first).

Together the May couple has power over all the most important forces of nature: Health, Sunlight and Rain. A Sorcerer will be able to use a sword without consequence if he is a May King. See **Special to Sorcerers (Character Creation & Development)**

This is also the day of marriage, and everyone who is to marry usually marries on this day. They swear their oaths on a rock, hammer or a ring and the ceremony is led by the May Queen or her mother or sister (when she marries the May King) or the May Princess (if the May Queen is dead). When old May couples keep their power from year to year they re-new their oaths on this day.

The May Groom Boy and the May Maiden become May Prince and May Princess on this day, but they do not (even symbolically) marry each other. They work as "stand-ins" for the May King and the May Queen and will replace them if they die.

A married man no longer needs to look for a bride, so to farmers this day also marks the transition from hunting time to sowing time.

### Cuckoo Day

On the night of the 15th day of Nôwatuna

The spirits (in the form of birds) speak to man on this day and tell him how the year will be. If he hears the cuckoo in the North everything will go according to his will. If he hears it in the South he will harvest in dry weather. If he hears it in the West someone in his kin will die or fall sick. If he hears it in the East it means happiness in marriage.

This day is celebrated just like Valborg's Night, only the old May King is already killed, and the May Groom and May Bride are already married now so they just confirm their marriage by renewing their contract.

**"Advice should be viewed from behind."**

### Great Valborg's Night
On the night of the 27th day of Nôwatuna

This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract.

### Elven Fire (*alias* Beltane)
On the night of the 6th day of GlîtnijaR, the 13th day of GlîtnijaR, the 20th day of GlîtnijaR, the 27th day of GlîtnijaR, the 6th day of FulkawangiR, the 13th day of FulkawangiR, the 20th day of FulkawangiR, the 27th day of FulkawangiR, the 6th day of AlbahaimaR, the 13th day of AlbahaimaR, the 20th day of AlbahaimaR, the 27th day of AlbahaimaR, the 6th day of GlaðashaimaR, the 13th day of GlaðashaimaR, the 20th day of GlaðashaimaR, the 27th day of GlaðashaimaR, the 6th day of ÞrîmahaimaR, the 13th day of ÞrîmahaimaR and the 20th day of ÞrîmahaimaR

This day is celebrated just like Valborg's Night, only the old May King is already killed, and the May Groom and May Bride are already married now so they just confirm their marriage by renewing their contract.

### Bear Wake
On the night of the 8th day of GlîtnijaR

On this day the bear wakes up and leaves his lair.

This day is the first day of the legal discussions at the Thing (parliament) – where only the nobles with a right to vote can (and are obliged to) attend. The Thing lasts until the end of GlîtnijaR.

### White Sunday
On the night of the 15th day of GlîtnijaR

This day is called by the same name as the White Sunday of the White Sunday Week!

This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract. White Sunday marks the end of Easter. The summer and everything in the summer has now returned after winter.

### Source Drinking
On the night of the 1st day of FulkawangiR

Figures resembling goats (made of leaves) are placed by the sacred sources. The water you drink from the sacred sources on this day cures diseases and heals wounds (1 dose of water drunk heals D6 HP after D6 minutes).

It is possible to collect water from the sacred sources for later use. Collecting more than a waterskin (able to hold 2 cans/64 doses) is regarded as disrespectful of nature and is frowned upon (and anyone who does so can not cast any spells until all the water has been spent/wasted, and risk having the water confiscated by the May King and his men).

Pregnant women who drink a dose of water from the sacred source are more (+D6 mod) likely to survive childbirth (Con test against DD 8).

This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract.

### Summer Solstice
On the night of the 13th day of FulkawangiR

Bonfires are lit along the coast, and everyone dances around the burial mounds. The May Queen and other maidens undress and walk into the water. When they ascend from the sea with the reflection of the many bonfires on their wet skin (an image of a necklace of fire) they represent the (re-)born youth of nature and in particular the Sun, born by the sea.

All the maidens then jump naked through the flames of the bonfires to prove their courage and to be purified by the revitalized Sun (the sacred fire).

Herbs have a special power on the Summer Solstice; herbs collected this day give a +3 mod for Sorcerers brewing potions (using the skill Alchemy). Pebbles collected from the bottom of sacred sources have great power as well and can be used by Sorcerers to make it easier for them to cast spells. Only one pebble can be used at the time. When a Sorcerer casts a spell using such a pebble he needs to spend one less SP. If casting a spell with PL 1 by the help of such a pebble he spends no SP at all.

Collecting more than a full pouch (able to hold 32 pebbles) is regarded as disrespectful of nature and is frowned upon (and anyone who does so can not cast any spells at all until all the pebbles [or an equal amount of gold nuggets] have been cast back into a sacred source).

Water drunk from a sacred source on the Summer Solstice night has the same effect as water drunk during Source Drinking. See the high festival Source Drinking. This day is also an Elven Fire.

The lady of the house/May Queen leads a procession of maidens, decorated with flower garlands. She rides a wagon and is pulled three time around the fields, to cleanse the fields and protect them from the newly awoken winter spirits. She carries a torch, to scare away the harmful spirits and she waters the fields with water from a sacred source. She places food and beer to the spirits of the field, who eat and drink this in the form of animals. Finally she digs a small hole in the ground and pours some corn (or eggs) of all types into the hole. She (mixes it with eggs and) stirs with a yew or spruce wand. She then sings a song (i. e. casts a spell):

"I clean the filth from my field now,
to make it both clean and nice,
and I place in it a juniper bough,
to keep it healthy and strong."

### The Day of Cleaning and Waking up (*alias* Syftesokdag)
On the night of the 22nd day of FulkawangiR

This day is celebrated just like Valborg's Night, only the May Groom and May Bride are already married now and they just confirm their marriage by renewing their contract.

The lady of the house/May Queen leads a procession of maidens just like on the Summer Solstice.

**Harvest Sacrifice** (*alias* Lughnassadh & Slåtteblot)
On the night of the 15th day of AlbahaimaR
This day marks the beginning of the harvest. The corn spirit (in the form of a goat made from straw) is killed and chopped into seven or fourteen pieces, or it is burnt, and the remains are buried in the field or the four corners of the field[1]. The first straw cut down is used to make a new straw goat for next year's Harvest Sacrifice.
[1]Like an image of the constellation Ursa Major ("Big Bear", *alias* "Big Dipper").

**Livestock Weekend**
On the night of the 14th to the 15th day of GlaðashaimaR
Unnamed domestic animals are given a name. The livestock is collected from pasture and is brought to the barn or to the North end of the long house.

**The Autumnal Equinox**
On the night of the 22nd day of ÞrîmahaimaR
All the children and May King challengers do their best to find and cut down a mistletoe from an oak tree, for use in the Hallow Evening ritual.

The May King ceremonially cuts down the mistletoe from the oak tree to take and be able to use the power of the summer stored therein, to use it in the interest of the whole society. See the skill Alchemy.

This day marks the end of harvest; all berries, fruit and all crops are now harvested. Everyone carries a wreath made of sheaves of corn. The last corn harvested is used for this.

**Winter Night Ship**
Usually on the night of the 22nd day of ÎwadalaR
The summer is buried the 1st Sunday after the 1st full Moon after the Autumnal Equinox. It is sent on a voyage, which the Sun takes every night, in a boat or a ship which is set ablaze and sent out on the ocean in the West, across the river/sea of forgetfulness. Those who live inland burn a boat on land or build a boat with stones and bury the remains (i. e. the mistletoe) there. The remains are some places carried into a cave or burial mound instead, or to a river, which will bring it to the ocean.

**Winter Night Weekend/Reflection Day**
On the night of the 28th day of ÎwadalaR
The last day of the year is spent washing, contemplating and cleaning the house. This is done for man to be able to meet the next year clean, purified and ready for new tasks. Free of guilt.

**Romantic Traditions**
The May King is the strong man protecting the innocent maiden from the ills of the world. This is of course the origin to the chivalry we know from our own world, where honourable knights carried the handkerchiefs of their chosen maidens on their lances or sleeves during tournaments – and doing so they "carried their hearts on their sleeves", openly showing whom they favoured amongst all the maidens.

**Rebirth**
In Traditional communities they assume that the better and more valuable equipment they have, the more likely they are to be chosen by a child to be reborn. In Religious communities the dead are always reborn in the kin; when a new kinsman is born he will be given the name of a dead family member and will thus become him.

## The Religion

**Hallow Evening** (*alias* Samhain)
On the night of the 1st of Walaskelbijô, New Year's Day to Sunday morning. Every leap year it lasts for two days.
A hunting party led by (a Bard impersonating) Walan sets out to kill predatory animals, and in particular bears and wolves. Bards, Bacchantes, Maenads, Berserks and Valkyries who want a new Totem Animal must succeed in killing them in this Wild Hunt. The successful hunters must then (be able to) ask for the favour Totem Animal to gain the power of the animal they managed to kill. See the spell Totem Animal. The Wild Hunt lasts until the Bear Evening. The winter spirits are thus killed and their power and life force taken for better use.

**Bear Evening**
On the night of the 9th day of Walaskelbijô
This is seen as the day the bear hibernates and because of that the day HadnuR is sent to the realm of death (because of the Wild Hunt). Victory over the winter spirits is declared.

**Walan's Birthday**
On the night of the 13th day of Walaskelbijô

**HaimadalþaR's Birthday**
On the night of the 13th day of Hemenaberga

**Yule** (Wheel)
From the night of the 25th day of Hemenaberga to the night of the 8th day of LandawîduR
Is made up of the high festivals Winter Solstice; Ragnarok and Fire Tasting Day, and the days inbetween.

**Winter Solstice**
On the night of the 25th day of Hemenaberga
The lady of the house walks three times around the house deasils with a pine (pinus sylvestris) wand and declares (with song) that all the light elves (i. e. the spirits of the dead relatives) are welcome to visit during the Yule tide. The Sun rising on the Winter Solstice morning enters the innermost burial chamber and awakens the light elves. They join the Bard impersonating HaimadalþaR on his visit to the living (to deliver gifts to those who deserve them), eats the decorative food (made especially for them) and sleeps in the beds of the living (who are to sleep on the floor this night).

The Winter Solstice is also the birthday of the Sky god TîwaR, and is celebrated like other birthdays.

The light elves and others, led by the Bard impersonating HaimadalþaR, travel from farm to farm throughout the Yuletide, and chases away bad (winter) spirits and shadows (who were also able to rise from the grave, when the lady of the house called for the dead to rise) with fire. See **Trolls** (**The Creatures & Phenomena of Thulê**).

**Ragnarok**
On the night of the 7th day of LandawîduR
On Ragnarok everyone participates in a great battle on what is called the WegariðaR ("the ride of the dead", "the weighing of

the dead"). They dress up and travel into the forest to scare away and fight the shadows and the winter spirits who killed BalðuR on the Autumnal Equinox. One group represents the gods and another the winter spirits and a great play shows how the gods defeat the winter spirits, enabling BalðuR and the summer to return.

The army of gods then chases the winter spirits (who were responsible for the death of BalðuR on the Autumnal Equinox) and shadows through the forest wielding flaming torches. They tear the animal hides/costumes from the winter warrior actors and trample on them. They then carry the naked actors to the sacrificial tree on the burial mound, where their clothes still hang. The gods then "resurrect" them; they are given colours, a spirit and a mind from WôðanaR, ÞunaR and FraujaR. Once resurrected they are given a drink of mead or ale, served to them according to rank by the lady of the house.

The animal hides and costumes they wore, the symbols of the winter spirits, remain dead – and thus winter is killed and summer/BalðuR can return. This is how the Religious men kill the winter and enable the summer to return.

This is the final battle between summer and winter, but also between the fertile and the dangerous in each man participating. On this day man fights his own weaknesses and mistakes. He fights his own shadows. He defeats them at midnight and he therefore gives a promise to be better from then on (known today as a New Year's Promise).

### Fire Tasting Day
On the night of the 8th day of LandawîduR

The day after Ragnarok they celebrate the victory over winter and their own inner shadows. Because of the mysteries the Sun/SuwilaR will regain his strength and summer/BalðuR can return. The lady of the house walks three times around the house widdershins with a juniper (juniperus communis) wand and declares (with song) that all the spirits of the dead have been sent back to the realm of Haljô.

The Sun is starting to grow stronger, after winter Solstice, and the lady drinks beer from a bowl and throws the rest into the fire before she says something like: "So high my fire, and not higher or hotter", to make sure the Sun's fire does not become too strong and burns up the entire world.

### WîdanaR's Birthday
On the night of the 13th day of LandawîduR

### Hell-Horse
On the night of the 11th day of SinkwabankiR

Everyone dresses in white clothes and wears flower garlands. They walk in procession from farm to farm, singing and carrying torches as symbols of the purifying fire. The party takes the decorative food that was left after Yule and offers it to individuals they meet. This is how they purify the homes and throw out the last remaining spirits that may be hiding there.

The bear is said to turn in her lair on this day, and therefore Haljô (*alias* Hel) changes her mind and will let BalðuR return anyway, because Haljô can see the snow melting (i. e. the entire world crying for BalðuR). Haljô sends a horse from HaljôhaimaR (best known to us as Hell) to deliver the happy message.

### Sagôn's Birthday
On the night of the 13th day of SinkwabankiR

### All Heart's Day
On the night of the 22nd day of SinkwabankiR

This day is seen as the day the birds start to mate. The birds are seen as manifestations of the deities.

This is the day all the gods and goddesses fall in love; in the realm of death, on the Earth, under the surface of the Earth and in the Sky. Those in love give a romantic gift to the one they love.

### White Sunday Week (*alias* Imbolc)
From the night of the 1st to the night of the 7th day of ÞruðôhaimaR

White Sunday Week is made up of White Sunday, White Queen Monday, White Tuesday, Ash Wednesday, Cleaning Thursday, Long Friday and Dirty Saturday.

### White Sunday
On the night of the 1st day of ÞruðôhaimaR

This is the first day of spring and the day the Hell-horse arrives. Everyone thanks Haljô for promising to return BalðuR and decorates with birch branches.

### White Queen Monday
On the night of the 2nd day of ÞruðôhaimaR

The whole day is spent collecting pork, eggs and baked goods for the great bride's race. Everyone dresses in white and the women wear many-coloured ribbons and flower garlands. The party travels from farm to farm, dancing and singing as they travel. The youngest Maenad (and if they have one, also the Bacchante) is riding a wagon. When they stop to ask for food donations the youngest Maenad is the one doing the talking. The ladies and girls sing "Bride, bride, most beautiful bride", to invite all beautiful noble girls to the bride's race, and the men encourage all noble men they meet to show up. The men and boys wear women's clothes (robes) and the women and girls men's clothes on the upper body, to represent the androgynous spirits of nature. This custom is archaic, but is still practised.

### White Tuesday
On the night of the 3rd day of ÞruðôhaimaR

A carnival (Latin: "farewell to the meat") is arranged and all the food collected the day before is eaten. If the realm's king or queen is dead, the queen or king (and if both are dead: a Bard of the realm) asks all worthy nobles to compete for the May King /May Queen title. The men compete in a number of games, including ring games (knight's games), word games, knowledge games and the like. If there is a tie the two best competitors decide who is to become the winner by engaging in a wrestling or boxing match. A bride's race is arranged, a beauty contest for the aspiring May Queens, and the king (and if there are none: the winner of the men's competition) selects a winner by giving an apple to the one he thinks is the most beautiful, or a Maenad (chosen by lottery) of the realm must choose one based on the beauty of the aspiring queen.

The winner becomes the May King/Queen and will later become the new king/queen of the realm. See the Valborg's Night festival.

In some Religious communities all the Bacchantes and the Bacchante in that community (there are never more than one in each community) compete in a number of (identical) games too, for the right to be the Bacchante in that community.

A bride's race is arranged for the aspiring Maenads, and the winner of the men's competition selects a winner by giving an apple to the one he thinks is the most beautiful. If there are none (some societies don't have Bacchantes) a Maenad (chosen by lottery) must choose one based on the beauty of the aspiring Maenads. Only one new Maenad can join their cult every year (in any Religious community). A player with a character who wants to become an official community Maenad can cast a D6 and add the character's Cha * 2. The myth master can do the same for Maenad NPCs. The best result wins.

### Ash Wednesday
On the night of the 4th day of ÞruðôhaimaR

The lent starts and lasts until Easter (the 22nd day of Braiðôblika). Everyone puts ash in their hair and abstain from eating meat until Easter. Everyone dresses in their darkest clothes and do not sing, play music or dance until the lent ends.

### Cleaning Thursday
On the night of the 5th day of ÞruðôhaimaR

Unnamed domestic animals and unnamed children are named this day and the children are given five strokes with a birch branch on their behinds, to make them strong and to purify them.

### Long Friday
On the night of the 6th day of ÞruðôhaimaR

The children are given five more strokes with a birch branch on their behinds, to make them strong and to purify them. No one is allowed to eat anything until Sunset and everyone must work the whole day.

### Dirty Saturday
On the night of the 7th day of ÞruðôhaimaR

On this day they all wash themselves and their homes particularly well. The spring has come and you are to meet it with respect.

### ÞunaR's Birthday
On the night of the 13th day of ÞruðôhaimaR

### Sword Dance
On the night of the 22nd day of ÞruðôhaimaR, the 1st day of Nôwatuna, the 8th day of Nôwatuna, the 15th day of Nôwatuna, the 22nd day of Nôwatuna, the 1st day of GlîtnijaR, the 8th day of GlîtnijaR and the 15th day of GlîtnijaR

A Sword Dance is a training battle between the summer and the winter – and the summer always wins. The boys and men split into two groups, representing summer and winter.

The summer warriors dress in leaves and wield hammers, axes, sickles, sword-scythes, seaxes *et cetera*. The winter warriors dress in the hides from predatory (winter) animals and throw ash. The men and boys wear women's clothes (robes), to represent the androgynous spirits of nature. This custom is archaic, but is still practised.

### Vernal Equinox
On the night of the 1st day of Braiðôblika

Nature's strength is celebrated this day and all noble children who become adults that year are given the right to vote.

Everyone stops lighting candles or oil lamps in the evening and go to bed at Sunset.

The Vernal Equinox is also the birthday of Erþi and is celebrated like the other birthdays (during lent).

### BalðuR's Birthday
On the night of the 13th day of Braiðôblika

### Easter
On the night of the 22nd day of Braiðôblika to the 25th day of Braiðôblika

The Easter morning (the 22nd day of Braiðôblika) is seen as the day BalðuR (and his wife Îþund) returns from HaljôhaimaR, at dawn (hence the name Easter). Everyone celebrates by travelling into the mountains to watch the Sunrise. It is customary to bring round stones and build beacons, to help the round Sun rise high and fly across the firmament. Eggs and all the dried fruit and berries and other candy left after winter are eaten.

This candy is the fruit of Îþund; summer has returned and therefore one can freely enjoy the fruits of Îþund again. This fruit does not have the qualities of the fruit from Îþund's tree in Braiðôblika, but is just a general name for the fruit of nature.

### Procession Day Weekend
On the night of the 26th day of Braiðôblika to the night of the 28th day of Braiðôblika

Is made up of Procession Day, Second Day Summer and Third Day Summer.

### Procession Day/Summer Day
On the night of the 26th day of Braiðôblika

The youngest Maenad leads a procession of maidens, decorated with flower garlands. She rides a wagon and is pulled three time around the fields, to bless the fields herself (taking the role of a goddess). She carries a torch, to scare away the harmful spirits and she waters the fields with water from a sacred source. She places food and beer to the spirits of the field, who eat and drink this in the form of animals. Finally she digs a small hole in the ground and pours some corn of all types into the hole. She mixes it with eggs and stirs with a yew or spruce wand. She then sings a song:

"Wake up, wake up, both field and meadow,
you have slept for a long time now
we have seen both rain and snow
the summer night has come now."

### Second Day Summer
On the night of the 27th day of Braiðôblika

What was done on the Procession Day/Summer Day is repeated.

### Third Day Summer
On the night of the 28th day of Braiðôblika

What was done on the Procession Day/Summer Day is repeated.

### Great Procession Day
On the night of the 8th day of Nôwatuna

What was done on the Procession Day/Summer Day is repeated. This is also a Sword Dance.

### Valborg's Night (*alias* Beltane)
On the night of the 13th day of Nôwatuna

This is a day of marriage. On this day all the deities marry.

If the king and/or queen is dead, and a new May Queen and/or May King has been found (see White Tuesday), they enter the royal burial mound: when they leave the burial mound, as the Sun rises, holding the regalia (with the same powers as the attributes of the Traditional May couple. See Valborg's Night under The Tradition) they collected within, they become the new king/queen of the realm. They then marry and rule until they die. See the Sol Invictus comment (page 48).

Everyone who marries does so in a temple: they swear their oaths on a rock/hammer or a ring and the ceremony is led by the youngest Maenad.

This is also the birthday of NerþuR so everyone dances and sings around the burial mounds and the deity (i. e. a female Bard impersonating NerþuR) rises naked and young from the burial mound.

A married man no longer needs to look for a bride, so to farmers this day also marks the transition from hunting time to sowing time.

### Cuckoo Day
On the night of the 15th day of Nôwatuna

The gods (in the form of birds) speak to man on this day and tell him how the year will be. If he hears the cuckoo in the North everything will go according to his will. If he hears it in the South he will harvest in dry weather. If he hears it in the West someone in his kin will die or fall sick. If he hears it in the East it means happiness in marriage.

The Cuckoo Day is also a Sword Dance.

### Great Valborg's Night
On the night of the 27th day of Nôwatuna

This day is a Sword Dance.

### Bear Wake
On the night of the 8th day of GlîtnijaR

On this day the bear wakes up and leaves his lair. The winter spirit has in other words risen from the grave, and is ready to abduct and kill BalðuR again.

Everyone who enters a temple between Bear Wake and the Autumnal Equinox must first have their hands tied with a rope or thread, to make it impossible for them to kill the deity (i. e. cut the mistletoe from the sacred tree of the temple).

This day is the first day of the legal discussions at the Thing (parliament) – where only the nobles with a right to vote can (and are obliged to) attend. The Thing lasts until the end of GlîtnijaR.

This day is also a Sword Dance.

### Furasitan's Birthday
On the night of the 13th day of GlîtnijaR

### White Sunday
On the night of the 15th day of GlîtnijaR

This day is called by the same name as the White Sunday of the White Sunday Week!

This day is a Sword Dance.

White Sunday marks the end of Easter. BalðuR and everything connected with the summer is now back.

### Source Drinking
On the night of the 1st day of FulkawangiR

Figures resembling Fraujôn and FraujaR made of leaves are placed by the sacred sources.

The water you drink from the sacred sources on this day cures diseases and heals wounds (1 dose of water drunk heals D6 HP after D6 minutes).

It is possible to collect water from the sacred sources for later use. Collecting more than a waterskin (able to hold 2 cans/64 doses) is regarded as disrespectful of nature and is frowned upon (and anyone who does so will gain no favour or divine aid from the deities until all the water has been spent/wasted, and risk having the water confiscated by the king and his men). Pregnant women who drink a dose of water from the sacred source are more (+D6 mod) likely to survive childbirth (Con test against DD 8).

This day is also a Sword Dance.

### Summer Solstice
On the night of the 13th day of FulkawangiR

The youngest Maenad leads a procession of maidens, decorated with flower garlands. She rides a wagon and is pulled three time around the fields, to cleanse the fields and protect them from the newly awoken winter spirits. She carries a torch, to scare away the harmful spirits and she waters the fields with water from a sacred source. She places food and beer to the spirits of the field, who eat and drink this in the form of animals. Finally she digs a small hole in the ground and pours some corn (or eggs) of all types into the hole. She (mixes it with eggs and) stirs with a yew or spruce wand. She then sings a song:

"I clean the filth from my field now,
to make it both clean and nice,
and I place in it a juniper bough,
to keep it healthy and strong."

Bonfires are lit along the coast, and everyone dances around the burial mounds. The Maenads and other maidens, in particular the maidens born the 13th day of FulkawangiR, undress and walk into the water. When they ascend from the sea with the reflection of the many bonfires on their wet skin (an image of Fraujôn's necklace of fire) they represent the (re-)born Fraujôn, born by NerþuR – the sea. The maidens then jump naked through the flames of the bonfires to prove their courage and to be purified by SuwilaR (the sacred fire).

The Summer Solstice is the birthday of Fraujôn and SuwilaR and is in addition to the above celebrated like other birthdays

Water drunk from a sacred source on the Summer Solstice night has the same effect as water drunk during Source Drinking. See the high festival Source Drinking.

### The Day of Cleaning and Waking up
On the night of the 22nd day of FulkawangiR

The youngest Maenad does exactly the same as she did on the Summer Solstice.

This day is also a Sword Dance.

### FraujaR's Birthday
On the night of the 13th day of AlbahaimaR

### Harvest Sacrifice (*alias* Lughnassadh & Slåtteblot)
On the night of the 15th day of AlbahaimaR

This day marks the beginning of the harvest. The corn spirit (in the form of a goat made from straw) is killed and chopped into seven or fourteen pieces, or it is burnt, and the remains are buried in the field or the four corners of the field. The first straw cut down is used to make a new straw goat for next year's Harvest Sacrifice.

The corn spirit is really the same as FraujaR, but even though the crop spirit is celebrated as a deity in Religious societies they too sacrifice the old symbols of the crop spirit: first and foremost the (straw) goat. Old traditions die hard.

A man impersonating FraujaR is (symbolically) killed by the warriors, who (seem to) cut him down with curved short swords, sickles, sword-scythes and seaxes, in a Sword Dance for adults only. This is his purpose; to grow crops, to wake up and then be cut down so that man can bake bread. A cone or a bread is then cut into seven or fourteen pieces and buried along with him in the field or the four corners of the field along with the pieces of the straw goat.

### WôðanaR's Birthday
On the night of the 13th day of GlaðashaimaR

### Livestock Weekend
On the night of the 14th to the 15th day of GlaðashaimaR

The livestock is collected from pasture and is brought to the barn or to the North end of the long house.

Unnamed animals are given a name.

### Skanþan's Birthday
On the night of the 13th day of ÞrîmahaimaR

### The Autumnal Equinox
On the night of the 22nd day of ÞrîmahaimaR

This day marks the end of harvest; all berries, fruit and all crops are now harvested. Everyone carries a wreath made of sheaves of corn. The last corn harvested is used for this.

The spirits of winter have escapes the realm of death, and now they kill BalðuR again and bite the hand off TîwaR.

The Autumnal Equinox is also the birthday of Manan and is celebrated like other birthdays. The Autumnal Equinox is followed by a lent lasting until Winter Night Ship.

A play shows how HadnuR fires a wand (made from a mistletoe) on BalðuR (representing the summer) with a bow. The latter falls down, pretending to be dead. The purpose of this is to show that the Sorcerers and their Traditional followers (represented here by HadnuR) are responsible for killing BalðuR (something they do when they take the life force of the oak tree [BalðuR], the mistletoe, on the Autumnal Equinoxs), and thus causing Summer to die and Winter to come. Another play shows how the deities try to tie up the wolf deity HadnuR (*alias* FanjariðaR) after he has killed BalðuR, but one of them, TîwaR, loses a hand in the process.

Everyone is sad, wears dark clothes (regardless of social class), plays no music and doesn't dance for the duration of the lent.

### HadnuR's Birthday
On the night of the 13th day of ÎwadalaR

### Winter Night Ship
Usually on the night of the 22nd day of ÎwadalaR

BalðuR is buried the 1st Sunday after the 1st full Moon after the Autumnal Equinox. He (i. e. pieces of oak wood) is sent on a voyage, which the Sun takes every night, in a boat or a ship which is set ablaze and sent out on the ocean in the West, across the river/sea of forgetfulness. Those who live inland burn a boat on land or build a boat with stones and bury the remains there. In some places the remains are carried into a cave or burial mound instead, or to a river, which will bring it to the ocean.

A play shows how BalðuR is placed in a ship along with his wife and how ÞunaR (represented by a Bard) blesses the ship with his hammer before it is sent on its journey across the sea.

### Winter Night Weekend/Reflection Day
On the night of the 28th day of ÎwadalaR

The last day of the year is spent washing, contemplating and cleaning the house. This is done for man to be able to meet the next year clean, purified and ready for new tasks. Free of guilt.

### First Day
Each new month is greeted by the lady/lord of the house on the first day of the month, when the Sun rises. The months connected to gods by the lord, and the months connected to goddesses by the lady. They greet the deities and wish them welcome into their lives.

# Appendix

## Thulêan Names

Below is a list of common Thulêan first names. Most of the masculine names can be turned into feminine names by adding a feminine ending (–a, but sometimes –e) or by exchanging the masculine ending (-us, -i or -e) with a feminine ending. Players with Religious characters can come up with a name for their character's father and then add "-son" or "-dôttir" ("daughter") to find his or her surname. Players with Traditional characters can come up with a name for their character's mother and then add "-son" or "-dôttir" to find his or her surname.

From A to Æ
Aburius (-a)
Acamas (-a)
Accius (-a)
Acilius (-a)
Adaloaldus (-a)
Adamair (-a)
Adelaide (♀)
Adrocles
Aebutius (-a)
Âed (-a)
Aedinius (-a)
Aelius (-a)
Aeneas
Agaþius (-a)
Agelmund (-a)
Agenarich (-a)
Agenor (-a)
Agilmund (-a)
Agilulfus (-a)
Ailill (-a)
Ainstulfus (-a)
Airgetmar (-a)
Airikar (-a)
Alahisus (-a)
Alalius (-a)
Albatius (-a)
Alboinus (-a)
Alcibiades (-a)
Alcyone
Aldihocus (-a)
Algaut (-a)
Allectius (-a)
Alluwamn (-a)
Alpîn (-a)
Amatius (-a)
Ambrosius (-a)
Ammun (-a)
Anarawd (-a)
Anaxagoras
Anaximandros
Anitt (-a)
Annius (-a)
Ansprandus (-a)
Api (♀)
Appuleius (-a)
Aquillius (-a)
Archelochus (-a)
Archytas (-a)
Argimpas (-a)
Arimnus (-a)
Arioaldus (-a)
Aripertus (-a)
Aristarchus (-a)
Arnuwand (-a)
Arrius (-a)
Arsinius (-a)
Art (-a)
Artorius (-a)
Ascaric (-a)
Asinius (-a)
Asistaeus (-a)
Ateius (-a)
Atilius (-a)
Atreus (-a)
Atrisius (-a)
Atrius (-a)
Atronius (-a)
Audoinus (-a)
Aufidius (-a)
Aulus (-a)
Aurelianus (-a)
Auþari (-a)
Axius (-a)
Babudius (-a)
Baebius (-a)
Balventius (-a)
Bantius (-a)
Bato
Berngal (-a)
Betilienus (-a)
Biksys
Blag (-a)
Blago
Blagoslaus (-a)
Blandius (-a)
Bleddyn (-a)
Blossius (-a)
Bogumil (-a)
Boguslaus (-a)
Boguwola (-a)
Bohdan (-a)
Boreslaus (-a)
Borivoi
Borvo
Bozen (-a)
Bratomir (-a)
Bres (-a)
Bresal (-a)
Brideia (♀)
Brigantius (-a)
Britomaris
Bronislaus (-a)
Bucculeius (-a)
Burebist (-a)
Butautas (-a)
Buteikis
Byrþnoþ (-a)
Cadwaladr (-a)
Cadwallon (-a)
Caecius (-a)
Caeparius (-a)
Caesius (-a)
Calavius (-a)
Calchas (-a)
Calisius (-a)
Callirrhoe
Camilius (-a)
Canidius (-a)
Canius (-a)
Canutius (-a)
Capnus (-a)
Caristanius (-a)
Carvilius (-a)
Cassiopeia (♀)
Caustantîn (-a)
Cecht (-a)
Ceionius (-a)
Cenabetius (-a)
Ceredig (-a)
Cermn (-a)
Cesinus (-a)
Chararic (-a)
Childeric
Childreica (♀)
Chloderic (-a)
Chlodewic (-a)
Chlodomir (-a)
Chlodoswinþa (♀)
Chnodomar (-a)
Chociemir (-a)
Chrocus
Chrocusa (♀)
Chvalibog (-a)
Cicollius (♀)
Ciltrama (♀)
Cinâed (-a)
Cincius (-a)
Cingetorix
Cinioch (-a)
Ciniod (-a)
Claffous (-a)
Clephus (-a)
Clevsinus (-a)
Clodio
Clovisa (♀)
Clytaemnestra (♀)
Cogidubnus (-a)
Coiedius (-a)
Cominius (-a)
Comosic (-a)
Con (-a)
Conall (-a)
Conmâel (-a)
Connal (-a)
Connl (-a)
Conon (-a)
Coson (-a)
Coþel (-a)
Cotiso
Coventin (-a)
Crimþann (-a)
Crino
Croug (-a)
Cuill (-a)
Cunincpert (-a)
Cunobelinusa (♀)
Curtius (-a)
Cusius (-a)
Cwichelm (-a)
Cynan (-a)
Cynewulf (-a)
Dagas (-a)
Danae (♀)
Dapix (-a)
Daugirutis
Daujotas
Dausprungas
Decebal (-a)
Decenea (♀)
Decumius (-a)
Delbâeþ (-a)
Demoloeon (-a)
Desiderius (-a)
Dexsius (-a)
Dicomes (-a)
Didius (-a)
Diocles (-a)
Diogenes
Diomedes
Dobrina (♀)
Dobrobog (-a)
Domnall (-a)
Donau (♀)
Dossenius (-a)
Dragobog (-a)
Drest (-a)
Dromichaet (-a)
Dual (-a)
Dubhtolargg
Dui (♀)
Dumnorix

Dur (-a)
Eber (-a)
Ecgbald (-a)
Ecgwin (-e)
Egnatius (-a)
Electra (♀)
Eleni (♀)
Empedocles
Eochaid (-a)
Eocho
Eôgan (-a)
Epidius (-a)
Epulon (-a)
Equitius (-a)
Era (♀)
Erdvilas
Eriomona (♀)
Eteocles
Eþriel (-a)
Euclid (-a)
Eucripides
Eurydice
Eurymachus (-a)
Fadius (-a)
Faenius (-a)
Faildergdôit (-a)
Falerius (-a)
Favonius (-a)
Felsinus (-a)
Fercorb (-a)
Fergna (♀)
Feron (-a)
Fiach (-a)
Fiachu
Finnacht (-a)
Florius (-a)
Fodbgen (-a)
Fredegar (-a)
Fufius (-a)
Fundanus (-a)
Gaea (♀)
Galan (-a)
Galerius (-a)
Gambar (-a)
Gann (-a)
Garibaldus (-a)
Gartnait
Gede (♀)
Gedvilas
Geganius (-a)
Gelimerica (♀)
Genann (-a)
Genobaud (-a)
Genseric (-a)
Geraint (-a)
Gestiblindus (-a)
Gibuld (-a)
Giric (-a)
Gizur (-a)
Glaukias
Gobannos
Godehocus (-a)
Godepertus (-a)
Godigisiel
Godiva (♀)
Goitosyros
Gordius (-a)
Gostomysl (-a)
Grabos (-a)
Grannus (-a)
Grattius (-a)
Greine (♀)
Grimualsus (-a)
Grines
Grufudd (-a)
Gunderic (-a)
Gundomad (-a)
Gunþamund (-a)
Haeþcyn (-a)
Haming (-a)
Hantili
Haragund (-a)
Hariobaud (-a)
Harmonius (-a)
Hattusili
Heardred (-a)
Helianþe
Helicaon
Helm (-a)
Helvius (-a)
Hepus (-a)
Heraclides
Hermione
Hermund (-a)
Herugrim (-a)
Hervard (-a)
Hesiod (-a)
Hicetas
Hildeprand (-a)
Hilderic (-a)
Hippolytus (-a)
Hirtius (-a)
Hortar (-a)
Hortensius (-a)
Hoseidius (-a)
Hreþel (-a)
Hyacinþ (-a)
Hygelac (-a)
Hypati (-a)
Hywel (-a)
Iago
Ianþe
Icarus (-a)
Icilius (-a)
Icovellauns (♀)
Idomeneus (-a)
Idris (-a)
Idwal (-a)
Inarime
Indutiomar (-a)
Instenius (-a)
Iphidamas
Iphigenius (-a)
Irereo
Iriel (-a)
Irnus (-a)
Ismene
Izyaslaus (-a)
Jarmil (-a)
Jaroslaus (-a)
Jocast (-a)
Junius (-a)
Juodikis (-a)
Juventius (-a)
Kintibutas
Kitenis
Kruto
Labarn (-a)
Labenius (-a)
Laberius (-a)
Labraid (-a)
Ladislaus (-a)
Laelius (-a)
Laetorius (-a)
Lafrensius (-a)
Laigne (♀)
Lamissio
Lampronius (-a)
Lantachara (♀)
Laodamas (-a)
Leofwin (-a)
Leþucus (-a)
Leutfred (-a)
Leuþari (-a)
Liamicho
Licinius (-a)
Ligeikis (-a)
Liutpertus (-a)
Liutprandus (-a)
Ljuba (♀)
Llywellyn (-a)
Longinius (-a)
Loreius (-a)
Lucceius (-a)
Luccilius (-a)
Lucretius (-a)
Lugaidus (-a)
Lugus (-a)
Luigne (♀)
Lutatius (-a)
Lycurgus (-a)
Macrinius (-a)
Macrobius (-a)
Maecilius (-a)
Maelgwynedda (♀)
Maelius (-a)
Magnachara (♀)
Makrian (-a)
Mallius (-a)
Mallobaudes
Manlius (-a)
Marcomer (-a)
Maredudd (-a)
Martianus (-a)
Matius (-a)
Medea (♀)
Mederich (-a)
Medericha (♀)
Melpomene
Memmius (-a)
Menelaus (-a)
Menþvus (-a)
Merfyn (-a)
Merogaisa (♀)
Merovech (-a)
Meton (-a)
Milonius (-a)
Minatius (-a)
Mindaugas (-a)
Minicius (-a)
Misus (-a)
Moskon (-a)
Mucius (-a)
Muimne (♀)
Muinemôn (-a)
Muiredach (-a)
Munius (-a)
Mursili
Mutinus (-a)
Muwatalli
Myslibor (-a)
Naevius (-a)
Narce
Nasennius (-a)
Nechtan (-a)
Nemedus (-a)
Nemetorius (-a)
Nepete
Nepius (-a)
Neton (-a)
Nia (♀)
Nicander (-a)
Nicanor (-a)
Nigidius (-a)
Nigilius (-a)
Nipius (-a)
Nodens (-a)
Novius (-a)
Nuada (♀)
Nulus (-a)
Numerius (-a)
Odomir (-a)
Oedipus (-a)
Oengus (-a)
Olcinius (-a)
Ollom (-a)
Onuist (-a)
Oppius (-a)
Opsius (-a)
Oranius (-a)
Orba (♀)
Orestes (-a)
Orgetorix
Oroles (-a)
Oslac (-a)
Ostromir (-a)
Otacilius (-a)
Owain (-a)

Palpellius (-a)
Pamba (♀)
Papaios
Parmus (-a)
Pedius (-a)
Perctaritus (-a)
Pericles
Persnus (-a)
Perusnus (-a)
Pescennius (-a)
Petellius (-a)
Petronius (-a)
Phaeþon (-a)
Pharamound (-a)
Philon (-a)
Pinnes (-a)
Piscius (-a)
Piþam (-a)
Piyusti (-a)
Plautius (-a)
Pleuratus (-a)
Pleurias (-a)
Plikiene (♀)
Plotius (-a)
Polybus (-a)
Polynices (-a)
Pompilius (-a)
Pomponius (-a)
Popidius (-a)
Portius (-a)
Priam (-a)
Priarius (-a)
Proclus (-a)
Pupius (-a)
Puplunus (-a)
Pusarrum (-a)
Quinctilius (-a)
Quinctius (-a)
Rabirius (-a)
Radogost (-a)
Radovit (-a)
Raginpertus (-a)
Ragnachar (-a)
Rando
Rastimir (-a)
Rastislaus (-a)
Ratchisus (-a)
Ratislaus (-a)
Ravenus (-a)
Rhemaxa (♀)
Rhicomeres (-a)
Rhodri (-a)
Rholes (-a)
Rhys (-a)
Ricchar (-a)
Rign (-a)
Rinnala (♀)
Rioþamus (-a)
Rodoaldus (-a)
Rostislaus (-a)
Roþarius (-a)
Rubobostes (-a)
Rudraige (♀)
Rufrius (-a)
Rumus (-a)
Rutilius (-a)
Ryngaudas (-a)
Sabicius (-a)
Saenus (-a)
Salvius (-a)
Scorill (-a)
Scribonius (-a)
Seius (-a)
Selyf (-a)
Sempronius (-a)
Sengann (-a)
Sentius (-a)
Sepunius (-a)
Sequan (-a)
Sergius (-a)
Sestius (-a)
Setnus (-a)
Sextilius (-a)
Shavus (-a)
Sidonius (-a)
Sigeric (-a)
Sigobert (-a)
Silius (-a)
Sirn (-a)
Siron (-a)
Sivinbudas (-a)
Slâine (♀)
Slanonn (-a)
Slavis (-a)
Sobairce (♀)
Socellius (-a)
Sophocles (-a)
Spinus (-a)
Sprudeikis (-a)
Spurius (-a)
Spurtius (-a)
Statius (-a)
Statnus (-a)
Steksys (-a)
Suanus (-a)
Sucellus (-a)
Suedius (-a)
Suleviae (♀)
Sulis (♀)
Suomar (-a)
Suppolulium (-a)
Surinus (-a)
Suþri
Svelgaitis
Svetobog (-a)
Tabiti (♀)
Tadius (-a)
Takiah
Talorc (-a)
Talorgan (-a)
Talþybius (-a)
Tamara (♀)
Tancreda (♀)
Taran (-a)
Tarchunus (-a)
Tatous (-a)
Telemachus (-a)
Telepinu
Tercius (-a)
Tettius (-a)
Tezlaus (-a)
Þagimasidas (-a)
Þalei (-a)
Þales (-a)
Þeano
Þeodefrid (-a)
Þeudebald (-a)
Þeudemeres (-a)
Þorir (-a)
Þrasamund (-a)
Tigernmas (-a)
Titius (-a)
Toutatis
Treblanus (-a)
Tremellius (-a)
Tuccius (-a)
Tudhaliy (-a)
Tularus (-a)
Ulpius (-a)
Umbrenius (-a)
Uncilin (-a)
Unichus (-a)
Unioegost (-a)
Ur (-a)
Urgulanius (-a)
Ursicin (-a)
Uurad (-a)
Vadomar (-a)
Vaefar (-a)
Vagennius (-a)
Valamir (-a)
Varius (-a)
Vatinius (-a)
Vatlunus (-a)
Vedius (-a)
Veius (-a)
Velaþri
Velcalus (-a)
Veleslaus (-a)
Velius (-a)
Velsnasus (-a)
Velsys (-a)
Vembutas (-a)
Verecundius (-a)
Vesnius (-a)
Vestralp (-a)
Vibius (-a)
Victricius (-a)
Vikin (-a)
Vikintas (-a)
Vilikail (-a)
Vipsanius (-a)
Viridomarus (-a)
Virius (-a)
Viseikis (-a)
Vismantas (-a)
Visulus (-a)
Viþicab (-a)
Vitruvius (-a)
Vlad (-a)
Vlast (-a)
Voislaus (-a)
Voj (-a)
Volaginius (-a)
Volodymyr (-a)
Volusennius (-a)
Volusenus (-a)
Volusius (-a)
Vorenus (-a)
Vortigern (-a)
Vyacheslaus (-a)
Wachous (-a)
Waltari (-a)
Wargar (-a)
Wiglaf (-a)
Willehari (♀)
Wisimar (-a)
Wislaus (-a)
Wulfar (-a)
Wulfomir (-a)
Wulfstan (-a)
Xenophon (-a)
Ybor (-a)
Yngwin (-a)
Zalmodegic (-a)
Zelimir (-a)
Zeno (-e)
Zidant (-a)
Zvezdan (-a)
Zyrax (-a)
Ælfric (-a)
Ælfwarus (-a)
Ælfwin (-e)
Æþelflæd (-a)

The following is a list of common names for Arbîs and Khemetians. All names are masculine unless otherwise stated. Variations of the male Arbî names can be found by adding -dai, -gelgei or -der to the male names (e. g. Anil can become either Anildai, Anilgelgei or Anilder). Variations of the female names can be found by adding -jin, -tani or -lun to the female names (e. g. Abbasidî can become Abbasidijin, Abbasiditani, Abbasidilun; Eylem can become either Eylemjin, Eylemtani or Eylemlun).

Arbi & Khemetian names
From A to Z
Abagha (-am)
Abbasid (-i)
Abd (-am)
Abeeku (-i)
Adongo (♀)
Adwoa (♀)
Ahan (-i)
Aharon (-am)
Akwetee
Akwokwo
Alev (♀)
Alparslan (-i)
Altan (-am)
Amah (♀)
Amatullah (♀)
Anil (-am)
Asena (♀)
Ayberk (-i)
Aybike (♀)
Aydan (♀)
Aydemir (-am)
Bahadir (-am)
Barlas (-am)
Basak (♀)
Batu (-i)
Birsen (♀)
Bleda (-am)
Buqa (-i)
Burcak (♀)
Bwerani
Cagla (♀)
Cengiz (-am)
Chiwocha (-i)
Chumachienda
Damla (♀)
Demir (-am)
Deniz (-am)
Dogukan (-i)
Duman (-i)
Durukan (-i)
Efrayim (-i)
Elisha (♀)
Eliyahu
Engin (-i)
Enomwoyi (♀)
Erdal (-i)
Erendiz (♀)
Ertug (-i)
Esen (-i)
Eylem (♀)
Fenuku
Giray
Gwandoya
Hizir (-am)
Hulegu
Irmak (♀)
Istemi
Jad (-i)
Jibril (-i)
Kagan (-i)
Kakra (♀)
Karîm (-i)
Kigongo
Konca (♀)
Korhan (-i)
Kufou
Kukua (♀)
Lyov (-i)
Magomu
Masani (♀)
Maseeh (♀)
Mawagali
Mbizi
Mengi
Miryam (♀)
Mongke
Mukhwana
Musa
Nabukwasi (♀)
Nabulungi (♀)
Nafula (♀)
Namono (♀)
Nangila
Nuh (-i)
Nyatui
Obaseki
Obwambi
Oguz (-am)
Olcay (♀)
Olcayto
Omalara
Orkut (-i)
Ovadyah (-i)
Pinar (♀)
Qara
Savas (-i)
Selcuk (-i)
Senol (-i)
Sulayman (-i)
Tardu
Taylan (-i)
Timur (-am)
Toqtua
Ugur (-am)
Vural (-i)
Wamukota
Wemusa
Yalcin (-i)
Yaprak (♀)
Yaqov (-i)
Yasu
Yihya
Yisu
Yitshaq (-i)
Yunus
Zekaruyah (-i)
Zilabamusale

Khemetian names
From A to V
Aapep (-ys)
Ah-Khum (-ys)
Alaliah (♀)
Amunet (♀)
Arretius (-an)
Atriah (♀)
Bast (♀)
Caisrus (-an)
Clevsin (-ys)
Curtuna (♀)
Felathrius (-an)
Felsina (♀)
Fufluna (♀)
Fuflunus (-an)
Hatshepsut (♀)
Nephthys (♀)
Oea (-ys)
Panshj (-ys)
Perusiah (♀)
Spicah (♀)
Tarchnus
Teegan (♀)
Veius (-an)
Velchus (-an)
Velznah (♀)
Vetlunah (♀)
Vetlunus (-an)

## Recommended Reading

MYFAROG is not an historical game, but the setting is based on the history, mythology, archaeology, traditions and folklore of our own world. Myth masters can find inspiration, tips on architectural styles, clothing, pottery decorations and you name it, from real world sources, and are of course free to use whatever they want to, to leave out whatever they don't like and to build their Thulê just like they want it to be.

## The Poster Map of Thulê

The myth master should read and use the map of Thulê as he wishes, but by default almost all of Thulê below the tree line is forested. The yellow areas are fields. The pink areas are made up of cultural landscape. The blue-striped green areas are bogs. (See the colour poster map included with this book.)

## Creature Statistics Calculations

The basic formulas used when creating the statistics for the different non-human creatures of MYFAROG are included here. They will help myth masters to create their own creatures, with MYFAROG statistics, if they feel a need to do so.

Fright mod:
Reversed size / 2
Troll/Animated creature: -3
Poisonous creature: -3
Poison PL = 10 + *unknown*
Disease spreader: -3
Disease PL = 10 + *unknown*
Incorporeal creature: -3
Creature with sorcerous abilities: -1
Friendly creature: +6
Flying creature: -1

OV & DV (MÊ):
Predatory creature = 2 + Size (minimum +2, maximum +12)
Non-predatory creature = Size / 2 (minimum +0, maximum +5).
Predatory creature = DV = 10 + (Size > +0 / 2) (minimum +10, maximum +14)
Non-predatory creature = DV = 10 + (Size > +0 / 4) (minimum +10, maximum +12)

OV (MI):
Size

DV (MI):
10 + (Size / 2.5 rounded down) (minimum +6, maximum +14)

Resistance
Disease +10
Poison +10 + size

Toughness
+3 or more if a strength of creature (e. g. like Cold Resistance is a strength of polar bears), and -1 or less if weakness to creature (e. g. like Heat Resistance is a weakness to trolls).

Health Points
Weight / 10 (Troll: +15)
Weight above 500 is / 25
Weight above 1500 is / 100

Dodging:
Size < +0 (minimum +2, maximum +10)

## Thulêan Geography

The land of Thulê is based on real world locations, Lofoten and Vesterålen in Northern Norway. Unlike in Thulê there is very little forest in Northern Norway. The myth master can use most other features of the area from a modern map though, only he has to change the scale (1 km in the real world is 4 miles in Thulê). Modern buildings and other modern constructions can be either ignored or changed into something that would make sense in the myth master's version of Thulê. The main roads, E10 and 82, are what make up the Alfarway, and other real world roads and paths can be used as paths and trails. Not all the real world names of the area have been translated, but a myth master can naturally also use them, as they are or in his own version. He can also add whatever he wants to the map; castles, caverns, chasms, volcanoes or whatever, as he sees fit. The real world maps will provide him with a highly realistic, detailed and beautiful foundation though, and although the foundation is the same, every myth master will be able to forge his own unique Thulê, just like he wants it to be. See www.myfarog.org for a digital map of Thulê.

All the names included in **The Land of Thulê** are in the list below, with their real world location listed next to them.

| Thulêan Name | Real Name |
|---|---|
| Allbay | Alsvåg |
| Allcove | Altevik |
| Ballstead | Ballstad |
| Beach | Strand |
| Bearskin | Bjørnskinn |
| Birch | Bjarkøy |
| Birch Island | Bjarkøya |
| Birch-Headland | Borkenes |
| Block | Blokken |
| Boardland | Frøskeland |
| Bog | Myre |
| Breadring | Kringlen |
| Claw | Klo |
| Coolfishing Village | Svolvær |
| Cove | Nøss |
| Cutstone | Skarstein |
| Dance Cove | Leknes |
| Densewood | Tjukkeskogen |
| Dimland | Sortland |
| Dwarfmount | Dvergberg |
| Eastbay Island | Austvågøya |
| *alias* Bay Island | |
| Edgeheadland | Bremnes |
| Ettinisland Harbour | Risøyhamn |
| Fire Island | Gimsøya |
| Firewood | Brenna |
| Flourhillside | Melbu |
| Forefjord | Forfjord |
| Foreheadland | Fornes |
| Grainmeadow | Lødingen |
| Grave Valley | Gravdal |
| Groundstout | Grunnfør |
| Grovecove | Lundenes |
| Hawser Bay | Kabelvåg |
| Heap-of-Stones | Kasfjord |
| Hers | Hennes |
| Highcliff Sail | Hadsel |
| Highstead | Harstad |
| Hillside | Bø |
| Hillsideland | Liland |
| Hind Island | Hinnøya |
| Hindfish Village | Henningsvær |
| Hollow Island | Grytøya |
| Hoodstead | Flakstad |
| Houndstead Forest | Hundstadskogen |
| Kingscove Bay | Røssnesvågen |
| Lairgrave | Higrav |
| Linenmount | Vaskinn |
| Logfield Headland | Stokmarknes |
| Long Island | Langøya |
| Longbog | Myre |
| Lynxfoot Island | Vestvågøy |
| *alias* Westbay Island | |
| Meadowstead | Bøstad |
| Meadtown | Medby |
| Meshcove Island | Moskenesøya |
| Millheadland | Mølnarodden |
| Nordland | Nordland |
| Onion Cove | Laukvika |
| Pale | Bleik |
| Peacemeadow | Fredvang |
| Peak | Tind |
| Rankmount | Ramberg |
| Reindeer | Reine |
| River | Å |
| Riverwall | Osvoll |
| Rottenwood Bay | Fauskevåg |
| Sand Island | Sandsøya |
| Sand | Sanden |
| Sand | Sandsøy |
| Seaspray Headland | Moskenes |
| Seawood | Laskogen |
| Sheheadland | Kjerringnes |
| Shield Harbour | Skjoldehamn |
| Siegfjord | Sigerfjord |
| Sound | Sund |
| Source Island | Tjeldøya |
| Southbay | Sørvågen |
| Southflour | Sørmela |
| Southland | Sørland |
| South-Nordflour | Sør Nordmela |
| Sowvalley | Sydalen |
| Spearcove | Spjutvik |
| Spearstead | Gjerstad |
| Spell Lake Forest | Galenkjerran |
| Spirit Cove | Andenes |
| Spirit Island | Andøya |
| Spiritess | Ase |
| Stave | Stave |
| Stemsound | Stamsund |
| Stream | Straume |
| Streamcove | Straumnes |
| Streamycove | Gausvik |
| Stringbay | Strengelvåg |
| Thing-Grove | Tingholtet |
| Wardenholm | Vardholmen |
| Watchman | Gisløy |
| Weather Island | Værøy |
| Wedgeground | Kilbotn |
| Westfjord | Vestpollen |
| Whiteheadland | Kvitnes |
| Wolf-Foot Island | Flakstadøya |
| Woodchop Forest | Vedhoggan |
| Yearstone Island | Årsteinen |

# MYFAROG Character Sheet

Player's Name:_____ Character's Name:_____

(of [tribe])_____(and [birthplace])_____ Race:_____

Gender: ❑ ♀ ❑ ♂ Character Role:_____ Life Stance:_____

Height:_____" (= ___'___") Weight:_____lbs Size:_____ Social Class:_____

Age:____years (max:____) Level:_____ XP:_____

| Attribute | Value | | Modification | |
|---|---|---|---|---|
| Charisma | _____ | CHA | _____ | Cha |
| Constitution | _____ | CON | _____ | Con |
| Dexterity | _____ | DEX | _____ | Dex |
| Intelligence | _____ | INT | _____ | Int |
| Strength | _____ | STR | _____ | Str |
| Willpower | _____ | WIL | _____ | Wil |

## Talents

_____ _____

_____ _____

_____ _____

_____ _____

## Current Combat Statistics

OV (MÊ):_____ Total AV:_____

OV (MI):_____ MS penalty:_____

DV (MÊ):_____ Shield DV (MÊ):_____

DV (MI):_____ Shield DV (MI):_____

Dodging (min +1):_____ _____

## Untrained, Trained & Character Role Skills

| Skill (Modification) | U | T | CR | Type | Skill (Modification) | U | T | CR | Type |
|---|---|---|---|---|---|---|---|---|---|
| Acrobatics (Dex) | +0 | ❑ | ❑ | MS | Perception (Int) | +0 | | | SS |
| Acting (Cha) | -2 | ❑ | ❑ | SS | Poetry (Int) | -5 | ❑ | ❑ | SS |
| Alchemy (Int) | -5 | ❑ | ❑ | SS | Religious Tradition (Cha) | -5 | ❑ | ❑ | SS |
| Climbing (Dex) | +0 | ❑ | ❑ | MS | Riding (Dex) | -5 | ❑ | ❑ | MS |
| Crafts (Int) | -5 | ❑ | ❑ | SS | Rune Lore (Int) | -5 | ❑ | ❑ | SS |
| Dancing (Dex) | -2 | ❑ | ❑ | MS | Seamanship (Int) | -5 | ❑ | ❑ | SS |
| Dodging (Dex/2) | +0 | | | MS | Singing (Int) | -5 | ❑ | ❑ | SS |
| Flute Playing (Int) | -5 | ❑ | ❑ | SS | Social Skills (Cha) | -2 | ❑ | ❑ | SS |
| Foraging (Int) | -2 | ❑ | ❑ | SS | Stamina (8 + Con) | +0 | ❑ | ❑ | SS |
| Fortitude (Wil) | +0 | ❑ | ❑ | SS | Stealth (Dex) | +0 | ❑ | ❑ | MS |
| Healing (Int) | -5 | ❑ | ❑ | SS | Swimming (Con) | 5 | ❑ | ❑ | MS |
| Lyre Playing (Int) | -5 | ❑ | ❑ | SS | Tempo (40 + [3 * Str]) | +0 | | | MS |
| Mechanics (Dex) | -5 | ❑ | ❑ | SS | Tracking (Int) | -2 | ❑ | ❑ | SS |
| Mêlée (Str) | -2 | ❑ | ❑ | CS | Trickery (Dex) | -2 | ❑ | ❑ | SS |
| Missile (Dex) | -2 | ❑ | ❑ | CS | World Lore (Int) | -5 | ❑ | ❑ | SS |
| Navigation (Int) | -2 | ❑ | ❑ | SS | | | | | |

## Languages known:

Character Role skills mod (= Level * ½) (max +5):_____

❑ Thulêan ❑ Khemetian ❑ Arbî ❑ :_____ ❑ :_____ Trained skills mod (= Level * ¼) (max +4):_____

## Toughness (- R-mod)

Cold:_____

Electricity:_____

Heat:_____

Physical:_____

Tired ❑ -1 mod

Weary ❑ -2 mod

Exhausted ❑ -3 mod

## Stamina Points (SP):

(= 8 + Con + Level bonus)

Level bonus: 0❑ ¼❑ ½❑

Spent SP:

## Health Points (HP):

(= CON + Str + Size + Level bonus)

Level bonus: 1❑ 2❑

HP lost:

## Resistance

Disease:_____(= Con + racial mod)

Poison:_____(= Con + Size + racial mod)

❑ ½ of all HP lost (Seriously Injured)
-1 mod to all skills. Can not dash or sprint

❑ ¾ of all HP lost (Severely injured)
-3 mod to all skills. Can not fly, run or sneak either

## Favourite Deity Max FP | Max FP | Favour Points

Favourite Deity:_____ _____

Other Deities:_____

Favourite Deity:_____

Friend Deities:_____

## Special Abilities & Character Role Advantages

_____

_____

_____

_____

_____

_____

## Sorcerer's Speciality

❑ Air ♠

❑ Earth ♣

❑ Fire ♦

❑ Spirit •

❑ Water ♥

## Known Spells | PL

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

# MYFAROG Equipment Sheet (Optional)

| Belt ❑ | Pouch (in belt) (32 oz) ❑ | (On Shoulders) | Quiver ❑ |
|---|---|---|---|
| R | | R | |
| | | | |
| | | | |
| L | | L | |
| | | | |
| | | | |

| Backpack (54 lbs) ❑ | Sack (on shoulder) (27 lbs) ❑ |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| Armour | MS | Stealth/Swimming | AV |
|---|---|---|---|
| | | ____DD/____DD | |

| Helmet | Perception & Missile | AV |
|---|---|---|
| | | |

| Shield | Min. Str | MS | DV MÊ | DV MI |
|---|---|---|---|---|
| +1 OV (MÊ) | | | | |

| Mêlée Weapon | Notes | OV/DV | Damage | Min. Str | Cut/Shock |
|---|---|---|---|---|---|
| Unarmed | | -1 OV/-5 DV | 1 | -4 | +6/+2 |
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |

| Missile Weapon | Notes | OV/Base Range | Damage | Min. Str | Cut/Shock |
|---|---|---|---|---|---|
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |
| | | ____/____ | | | ____/____ |

| Encumbrance | MS |
|---|---|
| Light Load ❑ | |
| Medium Load ❑ | -1 |
| Heavy Load ❑ | -3 |

Clothes

Notes:

Hâvamâl, stanza 43

**"Vin sînum**
**skal maðr vinr vera,**
**þeim ok þess vin;**
**en ôvinir sîns**
**skyli engi maðr**
**vinar vinr vera."**

(You shall be friend
with your friend
and his friends;
but no man shall ever
be friend
with the friend of an enemy.)

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Do you like fairy tales, fantasy, horror and mythology? Then MYFAROG is the game for you!

The rules of MYFAROG are very modular, meaning the level of complexity is all up to the myth masters and players. You can play the game rules light as well as rules heavy: You decide!

For news, updates, tutorials, examples, maps and much more, go to:

www.myfarog.org

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